



DAVID LYNCH TALKS MAC P.30

An exclusive interview with moviedom's most creative eccentric.



iLIFE ON TRIAL P.46

Do Apple's new media apps live up to the hype?

81
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REVIEWED

◀ SpaceShuttle A/V, Final Cut Express, AirPort Extreme, FontAgent Pro, Coolpix 3100, The Sims Unleashed, FontLab, extendAIR, Spamfire Pro, World War II Online, StudioMouse Wireless, VR Worx, and much more...

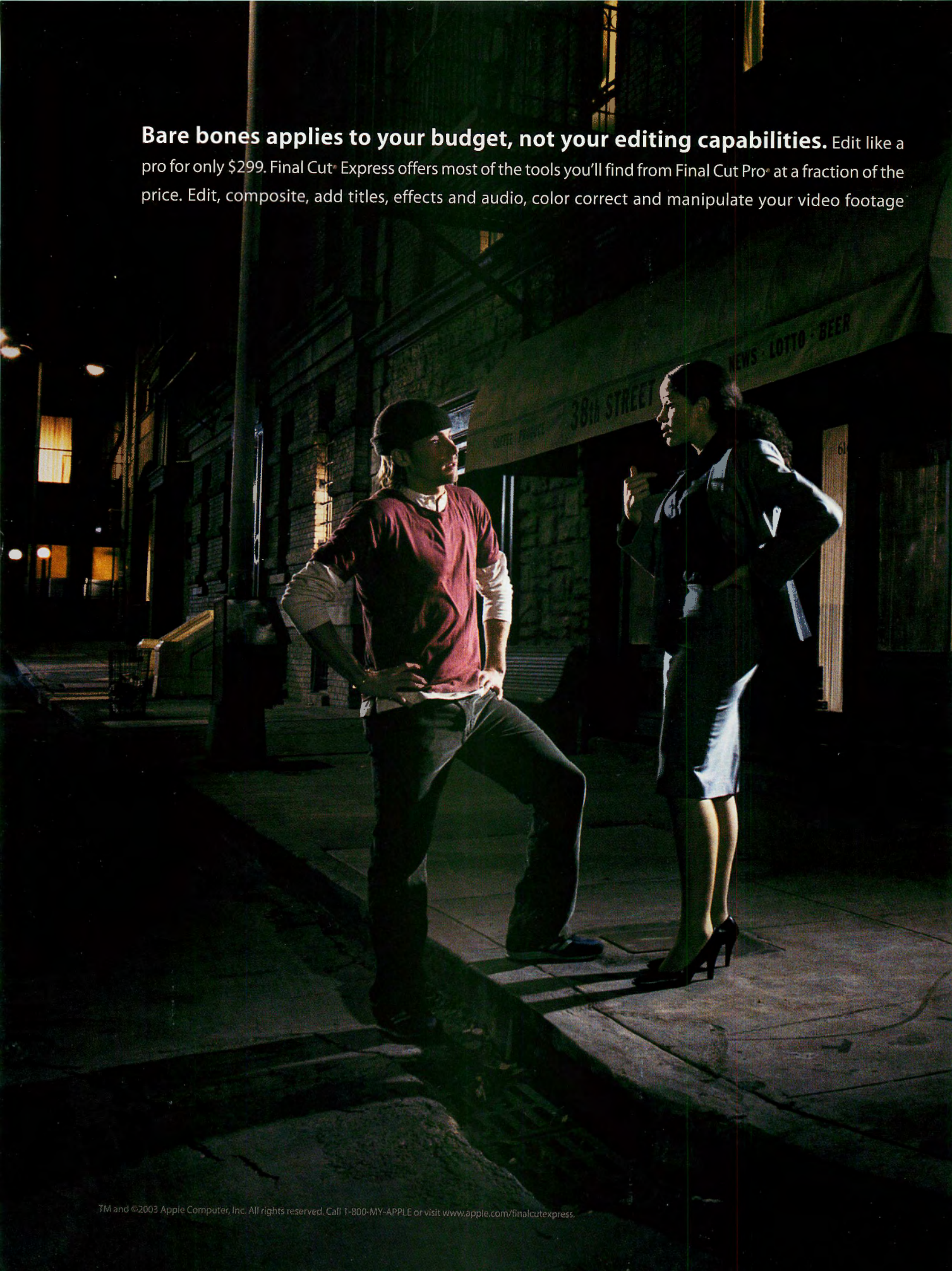


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A man and a woman are standing on a city sidewalk at night. The man, on the left, is wearing a maroon long-sleeved shirt, dark pants, and a black beanie. He has his hands on his hips and is looking towards the woman. The woman, on the right, is wearing a dark blazer over a light-colored top and a dark skirt. She is pointing her finger towards the man and looking back at him. They are standing in front of a brick building with a sign that reads "38th STREET" and "NEWS LOTTO BEER". The scene is lit with warm streetlights, creating a dramatic atmosphere.

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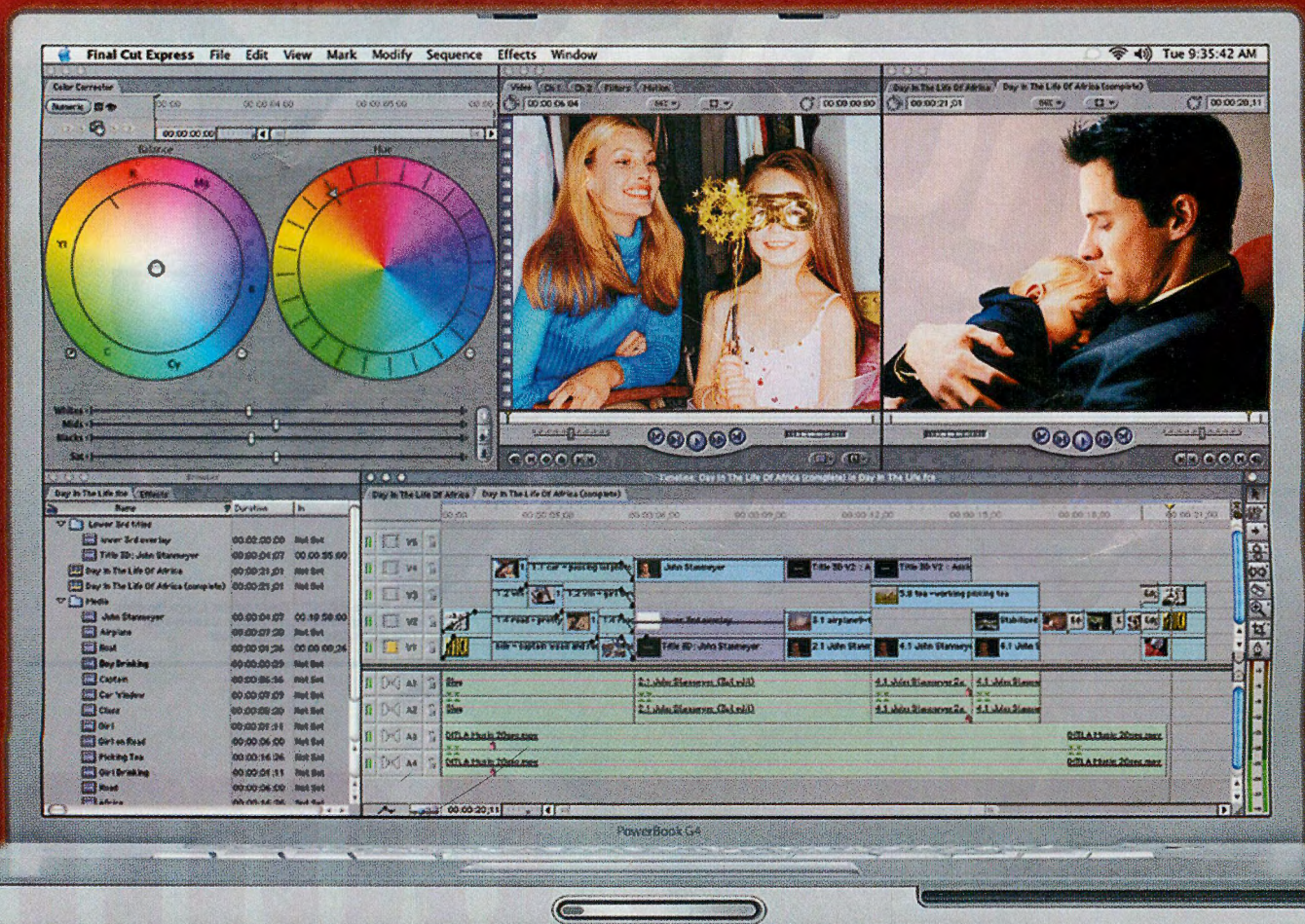
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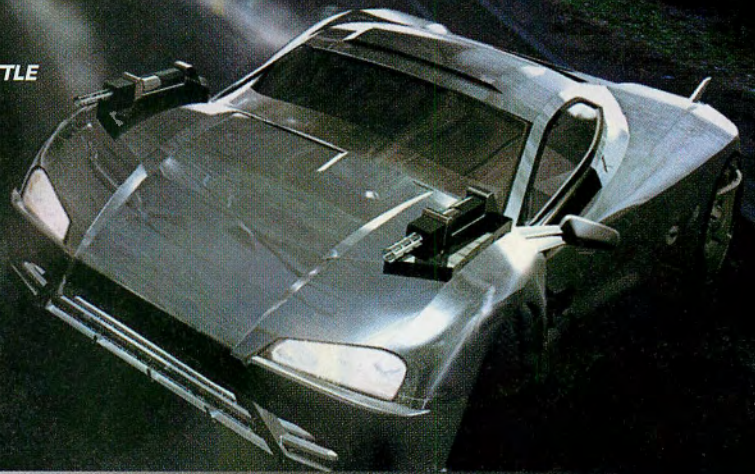
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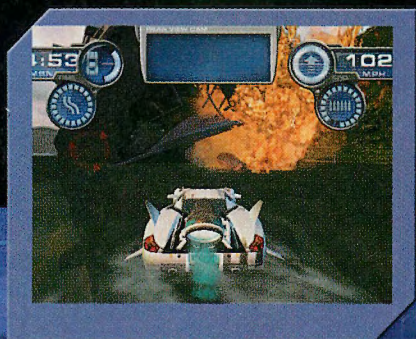
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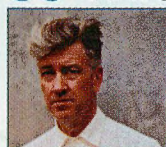
features

20 Extreme Wireless

Apple's pushing portability and mobility, and we can help. Here's what you need to know about AirPort Extreme, Bluetooth, and all the cool stuff that'll unchain your Mac.

by Dave Hamilton

30 Wild at Heart



In this exclusive interview, acclaimed film director David Lynch talks digital video, the Mac, and why the Internet kicks TV's butt.

by Narasu Rebbapragada

34 The Next Level



If you're looking to add spice to your games, look no further. We show you how mods, skins, maps, and more can give your games some extra oomph.

by John Lee

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62 Ask Us

Get your old bookmarks into Safari. Safely pry apart your iPod. Transfer Mail's spam savvy to another Mac. Pronounce Unix terms correctly. And more.

64 Run Unix Apps in Mac OS X

Need a reason to explore Unix? How about this: free apps. Here's how to get a load of great Unix apps, games, and utilities running on your Mac.

by Mary E. Tyler

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Who says you need a DV camcorder to use iMovie? Not us. We show you how to use iMovie to edit movie files from a digital camera or the Web.

by Kris Fong

68 Give Clock a Face-Lift



We show you how to easily slap a new face on Clock that'll make even Michael Jackson jealous.

by Kris Fong

70 Adorn Your Site with a Custom Favicon



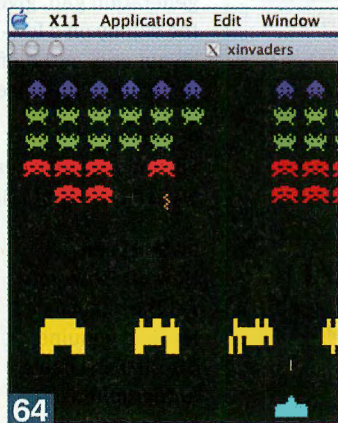
Now that you're surfarin' Safari, you've seen those munchkin icons flanking Web site URLs. Find out how to hang one on your own site.

by Niko Coucouvanis

72 Move Old Files to a New Mac

Yay, you got a new Mac! Yay, you get to endure the tedium of moving all your old files to your new machine! Yay, you have us to help!

by Carol S. Holzberg



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Urban renewal, arcade-style.

every month

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Wireless connectivity is a wonderful convenience—but some of us prefer the fast lane to easy street.

14 Get Info

Get the 411 on the massive new Xserve RAID and FireWire 800's blazing speed. Plus: a 4GB CompactFlash card, three new Mac games, and a 40-inch TV/LCD.



Two, four, six, eight, how many terabytes will it take?

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One more spaceship joke, and I'll mind-probe all of you.

**QUICK TIPS**
FROM THIS MONTH'S ISSUE**➔ BE REALISTIC**

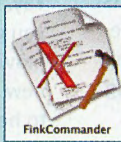
Apple's new Final Cut Express shares most of its big brother Final Cut Pro's features, so unless you're a working video pro who needs HD video or massive effects and compositing, Express is probably all you need. **From Reviews, p44**

**➔ AVOID EMBARRASSMENT**

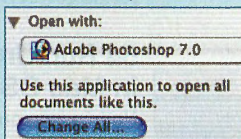
Read this month's *Unix University* to learn the pronunciations of common Unix terms. For example, `.cshrc`—a C shell setup file—is pronounced like sea shark. **From Ask Us, p62**

➔ INSTALL UNIX APPS EASILY

Sure, you can surf the Web and find tons of Mac-compatible Unix apps, but the installation process (and your digestion) will run a lot smoother if you use Fink. **From "Run Unix Apps in Mac OS X," p64**

**➔ SET DEFAULT APPS**

If you want to set files to automatically open in a specific app (for example, have all QuickTime JPEGs open in Photoshop), choose a file, select Get Info, select the app from the Open With pop-up menu, and click Change All. **From "Move Old Files to a New Mac," p72**

**➔ SOUP UP YOUR SIMS**

Before you put new objects and skins into The Sims' Floors, Skins, and Objects folders, download bangsplat's SkinShrinker (free, www.bangsplat.cc), which shortens long file names so The Sims can recognize them. **From "The Next Level," p34**

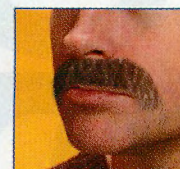
**60 The Hot List**

The best of the best from recent reviews. If the editors of *MacAddict* went shopping, this is what we'd buy.

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94 Letters

MacAddict bridges the generation gap, gives you the skinny on a low-cost layout app, and ruefully remembers the boxer-brief.



Who was that masked Village Person?

95 Contest

Fill out our quick Reader Survey and win a stylish LaCie Data Bank 20GB micro-drive.

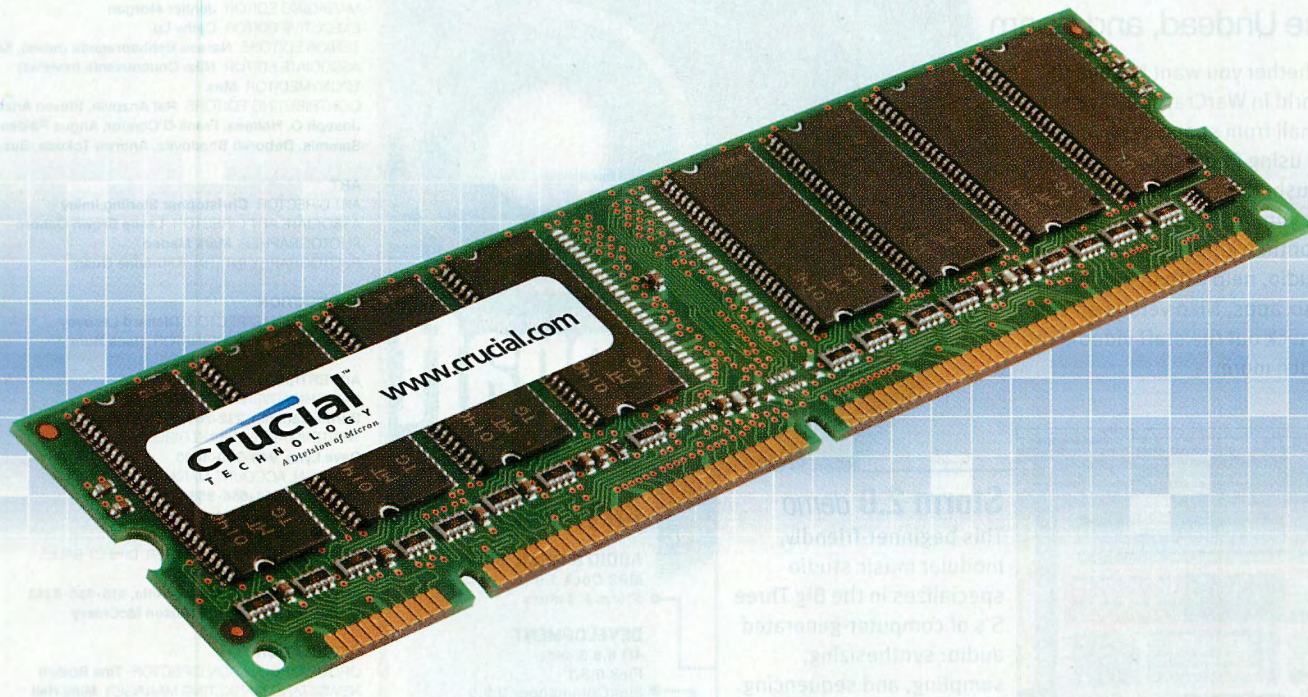
96 Shut Down

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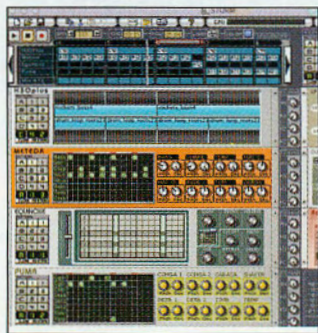
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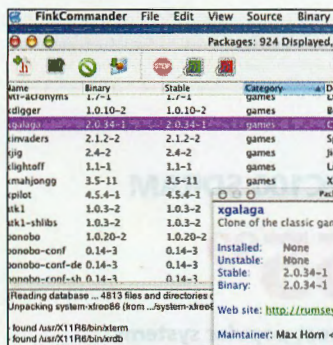
Orcs, Elves, Photoshop, the Undead, and Spam

Whether you want to save the world in WarCraft III, save your email from spam, or save time by using Photoshop 7's Healing Brush, there's something here for you. Also featured this month: a killer software music studio, help with installing Unix apps, Niko versus an egg (check out the staff video), and much more.



Storm 2.0 demo

This beginner-friendly, modular music studio specializes in the Big Three S's of computer-generated audio: synthesizing, sampling, and sequencing.



FinkCommander 0.5.0

Want to run a bazillion free Unix apps on your Mac? FinkCommander is a nifty GUI that makes installing them a breeze.



WarCraft III: Reign of Chaos demo

We give you a playable demo of the hyperpopular WarCraft III game and toss in two bonus maps. Enjoy!

UPGRADE

If you don't receive the Disc with your copy of MacAddict, you might want to consider upgrading! Each monthly disc contains cool demos, useful shareware and freeware, and the inimitable MacAddict Staff Video. To get 12 issues of MacAddict that include this value-packed disc with your subscription (prorated if necessary) for just \$1 more per issue, call 888-771-6222—the operator will take care of everything.

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AUDIO & MUSIC

MP3 Dock 1.0
Storm 2.0 demo

DEVELOPMENT

4D 6.8.3 demo
Fink 0.5.1
FinkCommander 0.5.0

FUN & GAMES

Sims Objects
WarCraft III Bonus Maps
WarCraft III demo
Worms Blast demo

GRAPHICS & MULTIMEDIA

Adobe Photoshop 7.0 tryout
Cinema 4D R8 demo
FontLab 4.5.1 demo
GraphicConverter 4.5.4
GraphicConverter (OS X) 4.5.4
iDraw 1.3.2
VR Worx 2.1 demo

INTERFACE

Path Finder 2.1

INTERNET & COMMUNICATION

Spamfire (OS 9) 1.3.2 demo
Spamfire (OS X) 1.3.2 demo
Transmit X 2.3

PRODUCTIVITY

Little Office 1.5

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The Wireless Revolution

Sign me up—but not quite yet.



I don't need any convincing.

Take a look at my home setup. My TiBook sits enthroned on a Griffin iCurve, surrounded by—count 'em—19 different cables snaking to and from various devices and hubs. Take a look at your own setup, and I'm sure you can relate. It's obvious: Cables are a royal pain.

So it's been with great interest that I've followed Apple's efforts to liberate us from the tyranny of twisted pair, the captivity of cables. My only complaint is that going wireless still involves a trade-off: speed for convenience.

In this month's issue, David Hamilton (of *Mac Observer* fame) digs deep into the wonderful world of wireless. He sizes up the latest and greatest in wireless networking—known as AirPort Extreme to us Mac folks and 802.11g to the not-yet-converted—and takes a gander at the rapidly emerging convenience of Bluetooth.

It's a great article about a great set of technologies. But not every new technology is for everybody—if that were true, we'd all have TiVos and digital cable. But I don't. I don't like television, and I *do* like network connectivity at higher speeds than AirPort can provide—so my home network is wired for Gigabit Ethernet. Yeah, that's *wire*, as in twisted-pair CAT-5e. Expensive and a pain to install? Yeah. But hey, an übergeek's gotta do what an übergeek's gotta do.

Don't get me wrong—I'm all for the rapid acceptance of AirPort Extreme in every nook and cranny of the known world. It's a great technology, and yet another example of Apple having the guts to stick its neck out while timid peecee makers lag behind. Just don't ask me to abandon my cables until AirPort Extreme evolves into AirPort Ludicrously Excessive.

Enjoy,

Rik

from the editor's desktop

WHERE TO LEARN MORE ABOUT WIRELESS TECHNOLOGY

One of the coolest things about emerging technologies is that they're, well, *emerging*. Things move fast. Here are a couple of sites that can help you stay up-to-date on the wireless revolution.

802.11 Planet
www.80211-planet.com
The technology and business of 802.11, including a discussion forum.

Wi-Fi Networking News
<http://80211b.weblogger.com>
Up-to-the-minute Wi-Fi news, ruminations, rumors, and discussions.

Apple AirPort Weblog
<http://wireless-starter-kit.com/airportblog>
Links to Web articles and discussions about AirPort.

The Official Bluetooth Web Site
www.bluetooth.com
Just what you'd expect: marketing, news and events, SIG info, and white papers.

The Bluetooth Weblog
<http://bluetooth.weblogs.com>
Links to Web articles and discussions about Bluetooth.

The Wireless Transmission of Electrical Energy
www.tfcbooks.com/articles/tws8c.htm
There's no getting around it: Nikola Tesla was one wacky dude.

STAFF RANTS

Q1: What's more important to you, convenience or speed?

Q2: Wireless connectivity, washboard abs, or fried foods?



Narasu Rebbapragada 24-HOUR SITNESS EDITOR
What's more important to you, convenience or speed? Convenience. Big Gulps, lattes, and Internet connections should always be within walking distance.
Wireless connectivity, washboard abs, or fried foods? Wireless. Abs are unnecessary (I just lean my gut up against my desk) and fried foods make my fingers slip off the keyboard.



Niko Coucouvanis MR. CONCEPTION
What's more important to you, convenience or speed? Living in lawless Oaktown, I could get speed right down the street—which would be supremely convenient. But I'm not like that.
Wireless connectivity, washboard abs, or fried foods? Wireless food fryers, actually. Dammit, Rik, stay out of my top-secret-inventions notebook!



Kris Fong BRAIN DEAD
What's more important to you, convenience or speed? Convenience, though I have friends who live for speed—and then promptly crash and burn when the effect wears off.
Wireless connectivity, washboard abs, or fried foods? Mobility and eye candy are nice, but I'd take a basket of fried oysters and chips over the other two any day—unless the abs are connected to an intelligent, good-looking guy.



Cathy Lu KICKBOXER WITH A BAD UPPERCUT
What's more important to you, convenience or speed? Convenience. I'd much rather have a convenience store next door than a fast car to get me to a store that's 10 miles away. Even better would be to have the convenience store deliver a daily bag of snacks.
Wireless connectivity, washboard abs, or fried foods? Washboard abs. Because then I could sit on my couch surfing the Internet wirelessly while eating all the fried food I want.



Jenifer Morgan EDITH PILAF
What's more important to you, convenience or speed? Convenience, because as our friend Mr. Auden put it, "In headaches and in worry, vaguely life leaks away, but time will have its fancy tomorrow or today."
Wireless connectivity, washboard abs, or fried foods? Well, now that French fries are being called Freedom fries in some parts of the U.S.A., I'll have to go with wireless connectivity.



Chris Imlay CABLE SNAKER
What's more important to you, convenience or speed? Depends. Speed for big-file things like my iPod, but my phone must be wireless.
Wireless connectivity, washboard abs, or fried foods? I'd like to wirelessly connect fried foods while my abs get washed.

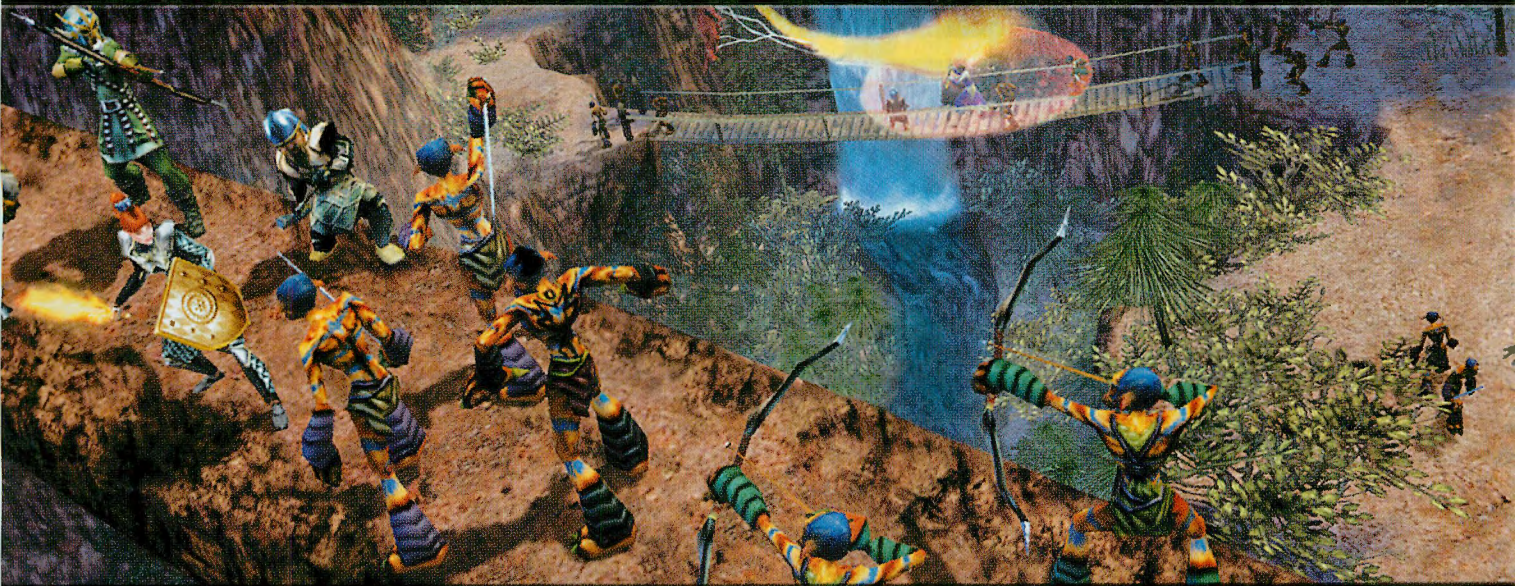


Leslie Osborn DOCTOR DETROIT
What's more important to you, convenience or speed? Speed? Whosaidanythingaboutspeedonlyusecaffeine I'mjustreallysensitiveandithelpsmeworkfasterondeadline youknow!
Wireless connectivity, washboard abs, or fried foods? My grandma's Southern-fried cornbread. Mmm...where's the number for FedEx again?



Max VISIONARY FUTURIST
What's more important to you, convenience or speed? Both. As Veruca Salt sang to the noble Wonkster, "I want the world, I want the whole world...Don't care how, I want it now!"
Wireless connectivity, washboard abs, or fried foods? Wireless connectivity, of course. But I want it to include USB, FireWire, alternating current, and—why not?—UltraSCSI.

It's a lot easier to take on an army

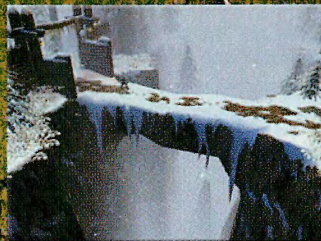


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Assemble and control a party of up to eight heroes at a time, as you battle your way through the seamless and expansive 3D world of Ehb. From warriors and archers to wizards, and even pack mules to carry your treasure, you and your party will wreak vengeance on an ancient evil. Whether you're playing alone or in multiplayer mode, victory is within your grasp. Let the battles begin.



www.macsoftgames.com



BLOOD AND GORE
VIOLENCE

GAS
powered
GAMES™

Microsoft
game studios

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MacSoft®

INSIDE FIREWIRE

Why It's So Freakin' Fast

Screw USB 2.0 with its paltry 480 megabits per second (Mbps). Apple's new FireWire 800 technology whizzes data through cables at a blinding 800 Mbps, nearly twice as fast as USB 2.0 or the original FireWire. Here's how it works, where to get it, and what its future is.

FASTER AND LONGER

FireWire 800 gains its extra 400 Mbps primarily for two reasons. First, it uses a faster data-encoding scheme (based on the same efficient code used in Gigabit Ethernet) that quickly speeds data across meters of copper or glass cable. Second, it uses a faster *arbitration* process. Arbitration determines which of the devices sharing a FireWire connection (computer, camcorder, hard drive, and so forth) get to send data when. With FireWire 400, arbitration occurs after a packet of data is sent or received, resulting in a slight delay before transmission of the next wave of data. However, with FireWire 800, arbitration takes place during transmission, so the next wave of data is ready to go right after the previous one is received. And while the original FireWire (FireWire 400) uses a six-pin connector, the new FireWire 800 design adds three

extra pins, which shield the other pins from the speed-hampering electrical interference that can occur during transmission.

FireWire 800 can also travel up to 100 meters without a repeater, which lets you combine cables to extend range. This distance is about 22 times further than FireWire 400's 4.5-meter limit. What's the catch? To get your data to travel that far, you must use glass optical-fiber cabling, and it's far more expensive than the copper wiring in traditional FireWire cables, which can reach similar speeds but at FireWire 400's distance limitations.

Speaking of cable costs, one manufacturer of FireWire 800 drives says that since the companies spitting out the updated copper FireWire 800 cable are few and far between, they're charging a higher price for it than for regular FireWire 400 cable. Add to that the cost of brand-new chip sets, and you can expect FireWire 800 drives to be priced about \$75 more than their FireWire 400 counterparts.

WHERE IS IT?

It was the wait for two chips that, in part, delayed the production of new FireWire 800 drives: Oxford Semiconductor's Oxford 922 chip set, which links the hard



The new shape of FireWire 800 nearly doubles data transfer speeds.

THE INDY 800

The Race to Release FireWire 800 Drives

Manufacturers are putting the finishing touches on these revved-up drives. No word yet on what they'll cost you.

WIEBETECH DESKTOP GB+ 800

www.wiebetech.com

Available: Q2 2003

Comes in 80GB, 120GB, 180GB, 200GB, and 250GB sizes.



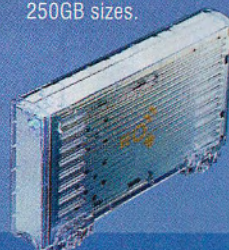
PHOTOGRAPH BY MARK MADEO

ELITE PRO 800

www.macsales.com

Available: March 2003

Comes in 80GB, 120GB, 180GB, 200GB, and 250GB sizes.



PHOTOGRAPH COURTESY OF OTHER WORLD COMPUTING

[fact] STANFORD UNIVERSITY SCIENTISTS SET A NEW RECORD FOR INTERNET SPEED, SENDING 6.7GB OF DATA ACROSS 6,800 MILES IN LESS THAN A MINUTE.

800

disks themselves to the FireWire bridge, and Texas Instruments' Phy (physical) chip, which links the Oxford component to the actual FireWire port. Drive manufacturers like WiebeTech (www.wiebetech.com) needed the parts to deliver the goods. "Without those two parts you can't brew up any 800-megabit stuff at all," says James Wiebe, president of WiebeTech. (Both components should be shipping by the time you read this, so expect to see the drives soon.) See "The Indy 800," below, for what FireWire 800 drives are in the works.

THE 400 CLUB

Despite the buzz, the reality is that most Mac users out there will remain tethered to the FireWire 400 ports on their existing Macs. Given the FireWire 800 port's different shape, it doesn't take a genius to see that the square peg won't fit in the (sort of) round hole. Don't worry. Your old six-pin FireWire devices

will work perfectly fine—albeit at slower FireWire 400 speeds—in the new nine-pin ports with a legacy adapter such as Belkin's 18-inch, nine-to-six-pin FireWire 800 cable (\$29.95, www.belkin.com).

WHAT'S NEXT?

FireWire 800 is just part two of Apple's multipart FireWire standard, which, according to the IEEE 1394b road map, will reach 3.2 *gigabits* per second. According to Lewis, future iterations of Oxford's 922 FireWire chip set will use OS X's built-in support for multichannel audio to output 7.1 surround sound (that's eight-channel audio, folks). If Apple ever decides to support Dolby Digital decoders (hint, hint), the result will be one mean set of FireWire home-theater speakers. Until then, write and read data faster on your FireWire 800 drives, and as you blaze on by, stop to catch the embarrassed looks on your USB 2.0 friends' faces.

—Neil Sroka

MAXTOR FIREWIRE 800 DRIVE

www.maxtor.com
Available: TBD
No word yet on sizing.

SMARTDISK FIREPOWER

www.smartdisk.com
Available: March 2003
Comes in one 200GB size.

LACIE D2 FIREWIRE 800 DRIVE

www.lacie.com
Available: March 2003
Comes in 200GB to 500GB sizes.



PHOTOGRAPH COURTESY OF LACIE

APPLE'S BIGGEST STORAGE BOX EVER

Inside the Xserve RAID

Apple's new Xserve RAID (\$5,999 to \$10,999, www.apple.com) boasts a maximum 2.5 terabytes of disk space and is the single biggest storage product the company has ever sold.

FAST DATA TRANSFER

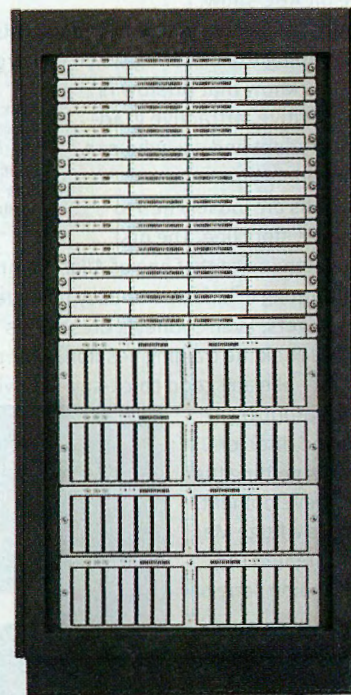
RAID stands for either *redundant array of independent disks* or *redundant array of inexpensive drives*, depending on whom you ask. Either way, RAID consists of two or more disk drives connected in a way that gives you fast, reliable storage. Its 3U design (it uses three rungs of a standard server rack) currently comes with 4, 7, or 14 180GB IBM 7,200-rpm ATA/100 drives (depending on the configuration you choose). At full capacity, each Xserve RAID holds 2.52 terabytes of data, which it can transport using two 200-Mbps Fibre Channel ports. (Apple sells the Fibre Channel PCI cards for the two ports at \$499 each.) The Xserve supports RAID types 1, 3, 5, 0+1, 10, 30, and 50.

SAFE DATA TRANSFER

At the back of the unit are two hardware RAID controllers, each of which can manage up to seven drives. Hardware RAID controllers are preferable to software RAID controllers because they don't tax the server's CPU. According to Apple, neither does the Fibre Channel PCI card, which is loaded with DMA (direct memory access). When combined with Apple's new IP-over-FireWire technology, the two FireWire 800 ports on the back support TCP/IP connectivity for clustering and daisy-chaining units. One FireWire 400 port on the front plugs in devices for diagnostic tests. Two Ethernet ports let you plug a RAID directly into an Ethernet network for remote management. All this, combined with two hot-swappable cooling modules, two hot-swappable power supplies, and the drives' independent data channels, means maximum data redundancy.

All this sounds great, but the true test of success is whether enterprises will choose the Xserve RAID over more-traditional brands of RAID storage.

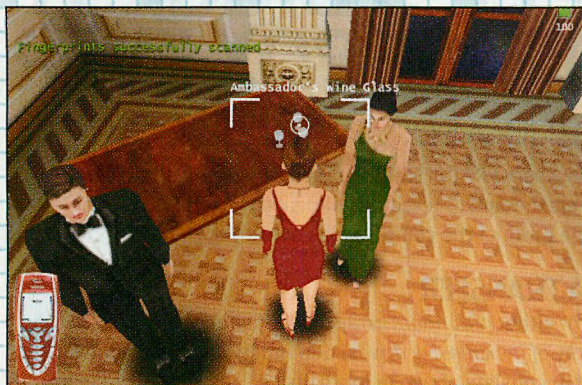
—Narasu Rebbapragada



PHOTOGRAPH COURTESY OF APPLE

Rack 'em up. This rack with 4 Xserve RAID's and 12 Xserves can potentially hold more than 18 terabytes of data.

GAME NEWS



Do your cocktail gloves scan fingerprints from wineglasses? They can in *Alias Underground*.

ALIAS UNDERGROUND

Hit TV Show Inspires Free Web game

Fans of the spy show *Alias* should download *Alias Underground*, a free episodic Web game spawned by the hit ABC show.

In most missions, you play Sydney Bristow, a double agent helping the CIA bring down evil organization SD-6.

Alias fans know that Bristow is the diminutive, attractive grad-school student and spy who can kick anyone's butt.

Missions are loosely tied to the show's story line. The first mission, reminiscent of one of *Alias*'s embassy episodes, has you infiltrating a Turkish embassy using tech guy Marshall's crazy gadgets. Even Sydney's dress rings true to the TV show. Don't overlook the training session, where you learn to shoot, kick, and—like any good chick-spy—crawl under lasers.

Alias producer, writer, and director J. Abrams is guiding the game's development. Abrams is a huge Mac fan and created the show's theme song on his Mac.

New missions come out approximately every five weeks, with the last one set for a May 26 release.

—Cathy Lu

Alias Underground
Buena Vista Interactive Group
<http://abc.abcnews.go.com/primetime/alias/underground>
Free
Available: Now



Sydney spots a guard lurking around the corner in *Alias Underground*.



Head-to-head or tail-to-tail? Whatever it is, it's multiplayer competition in *Worms Blast*.



THE NEW WORMS ON THE BLOCK

Worms Blast Single-Player and Multiplayer Arcade Shooter

Cartoonlike humor, fast arcade action, and unnerving twists in gameplay make *Worms Blast* a fun alternative to the worms-versus-worms combat in the rest of the *Worms* franchise (*Worms* and *Worms Armageddon*). Shoot to eliminate colored blocks with the appropriately colored bazooka (or other special weapons), while watching out for falling land and other mishaps.

The game offers multiplayer and single-player action, quirky characters (worms, a pigeon, a skunk, and a human), and ten gaming modes including Tournament, Deathmatch, and Star Catching.—Bryan Chaffin

Worms Blast
MacPlay
www.macplay.com
\$29.99
Available: February 2003

MASTERS OF ORION III: COMIN' AT YA

Turn-Based Strategy Game of Galactic Conquest

MacSoft is putting the finishing touches on *Masters of Orion III*. Announced back in the summer of 2001, *Masters of Orion III* takes the superpopular galactic-empire-building series to new heights of complexity with 16 races, new levels of control, new interaction, more stories, and galactic (rather than mere planetary) conquest.—BC

Masters of Orion III
MacSoft
www.macsoftgames.com
\$49.95
Available: Spring 2003



Get to a galaxy far, far away in *Masters of Orion III*.

BACK TO THE FUTURE

Peter Tamte Founded MacSoft, Left It, Then Bought It Back

Peter Tamte has a long history in Mac gaming that includes founding MacSoft in 1993, heading up Bungie Software's publishing arm until Microsoft bought the company in 2000, and launching Destineer Studios (www.destineerstudios.com), which recently announced the buyout of MacSoft (www.macsoftgames.com). We talked to Tamte to find out what his plans were. —BC



Peter Tamte founded Destineer and the original MacSoft.

MA: How will the MacSoft acquisition benefit Mac gaming?

PT: We have a stronger lineup of games planned for MacSoft during 2003 than has ever been released by any company in the history of the Mac games industry. We already have 17 releases identified for 2003. Ten of these are new

MacSoft

big-name blockbuster games, a few will be games we've remade for Mac OS X.

MA: Is there anything specific in the pipeline?

PT: Our first release will be Master of Orion III, the sequel to the most popular space-strategy sim ever created. Then we'll release Dungeon Siege, followed by Unreal Tournament 2003 and Neverwinter Nights, an outstanding D&D role-playing game created by legendary developer Bioware. And, of course, later in the year we'll release the Mac version of Halo.

MA: How do you feel about acquiring a company you helped create?

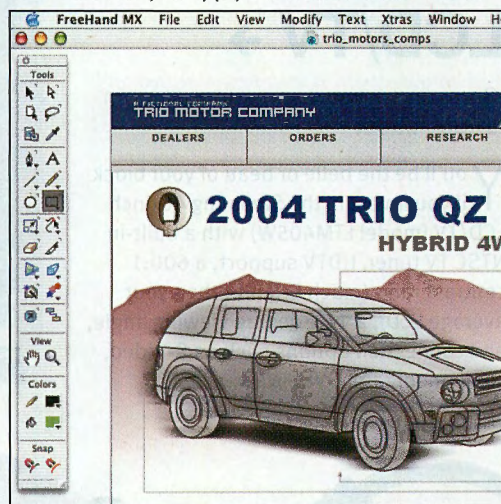
PT: Anxious. We have this incredible list of really great games to release. I'm anxious for us to make sure we make the Mac versions everything they can be. It's also important to say that MacSoft won't be the only one releasing great games this year. Aspyr, MacPlay, and others also have outstanding lineups planned for 2003. I think Mac game players will be really happy with what happens throughout this year.

FREEHAND MX

Macromedia Upgrades its Drawing App

Macromedia's FreeHand 10 (\$399, \$99 to \$149 upgrade, www.macromedia.com) has graduated to the MX status enjoyed by the rest of the major Macromedia apps with a revamped interface and toolset. Multiple Attributes lets you apply an unlimited number of fills, strokes, and effects to a single vector or text object. Live Effects lets you apply vector and raster effects to an entire object or its selected attributes. The Live Edit feature lets you change the appearance of graphics without changing that object's state, so you can round off rectangle corners while retaining the object's rectangle quality. Updated tools include the Connector Lines tool for site mapping and the Extrude tool for creating 3D graphics.

As you might expect, Macromedia has upped the integration with Flash (SWF) files and Fireworks (PNG) graphics. FreeHand MX runs in OS 9 and OS X. —CL



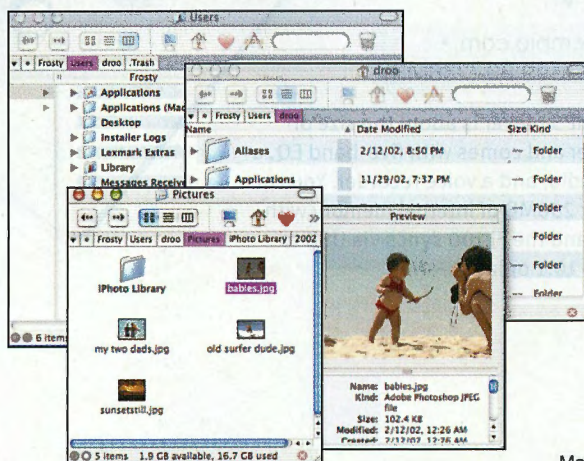
FreeHand joins the Macromedia MX clan with consolidated panels, Live Effects, and better Flash and Fireworks integration.

SHAREWARE PICK OF THE MONTH

PATH FINDER 2.1

CocoaTech • www.cocoatech.com • \$35

If you think that the OS X Finder's Icon, List, and Column views are sufficient, you haven't tried Path Finder. This application gives you a souped-up version of the OS's Finder views that's easier to look at, uses less space, and provides snazzy features such as document previews in any view, resizable icons, viewing of invisible files, and Trash on the desktop. Plus you can perform tons of commands right from the menu bar. For power navigation and file management, we'd take Path Finder over the OS X Finder any day. —Andrew Tokuda



Path Finder is OS X Finder on steroids, ephedrine, Ritalin, and other nefarious performance-boosters.

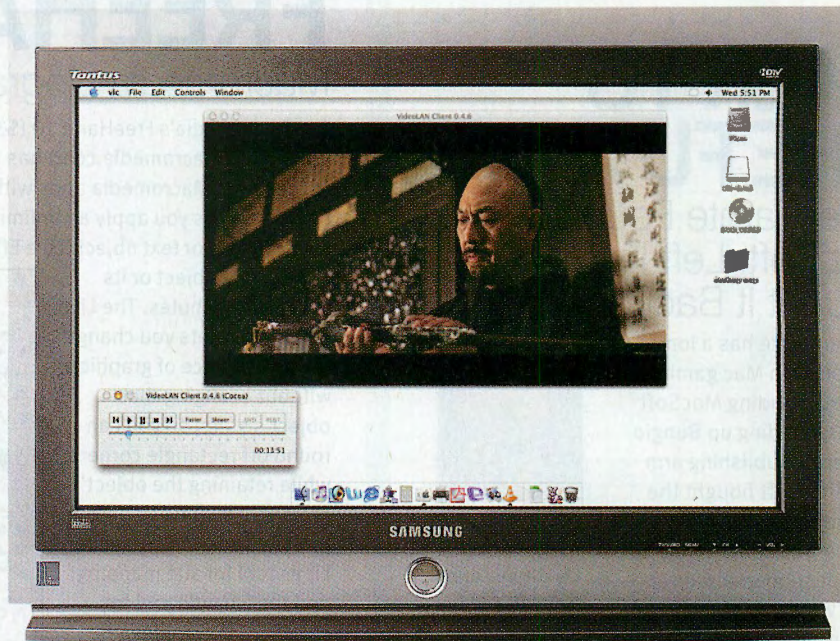
DROOLWORTHY

Sexy Stuff We Can't Wait to Get Our Mitts On

40-Inch LCD/TV →

Samsung • www.samsungusa.com
\$7,999 street

You'll be the belle or beau of your block if you invest in the Samsung 40-inch LCD/TV (model LTM405W) with a built-in NTSC TV tuner, HDTV support, a 600:1 contrast ratio (much brighter than your average LCD), a 170-degree viewing angle, and connection options such as S-Video, component, and DVI.—NR



PHOTOGRAPH COURTESY OF SAMSUNG

Get one of these and your neighborhood will christen you Saint Super Bowl.

Throw a little Mozart into this 3-inch-long number and your friends will have pianist envy.

Tiny Tune Player →

Digitalway • www.mpio.com
\$149.99 (128MB), \$199.99 (256MB)

The MPIO FL100 MP3 player is about the size of your middle finger and comes with five-band EQ, a backlit LCD, an FM radio, and a voice recorder. You can expand its 128MB or 256MB of internal memory with an MMC or SD card, and the FL100 syncs via USB to iTunes 3 (for Mac OS 10.1 or later).—NR



PHOTOGRAPH COURTESY OF DIGITALWAY

EQUAL-ACCESS MACS



How To Comply With Stricter-Than-Ever Disability Laws

Those who face physical challenges often need a few extra tools to navigate their Mac. Apple has long recognized this fact and has incorporated what it calls Universal Access tools in the Mac OS since System 7.x. In 2001, Congress mandated more stringent rules, outlined in Section 508 of the 1998 Rehabilitation Act. Here's how you can make the Mac a more accessible place.—NR

ACCESS-ORIZE YOUR SITE

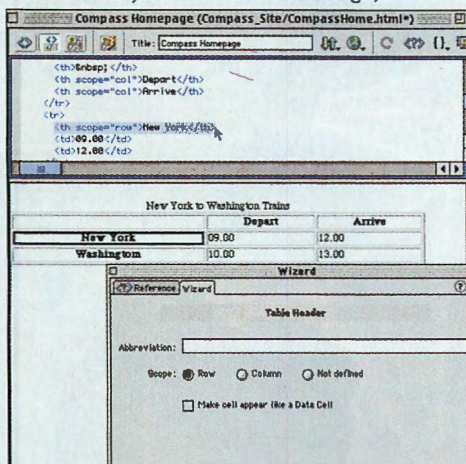
Jason Taylor and Richard St. Arromand of UseableNet (www.useable.net), which makes the accessibility software line Lift, gave us some tips for "access"-orizing your Web site.

Make Tables Speak Imagine a person with a visual impairment trying to read a train schedule online. Define row or column headers as <th> (table header) cells, not as <td> (table data) cells. This way, speech browsers can read the appropriate title cell before a data cell.

Simplify Navigation for Speech Browsers When people read a Web page, they tend to ignore repeated navigation elements. Help speech browsers skip this redundant data by using "skip to unique content" alt tags.

Provide Text Alternatives to Images People with eyesight problems often rely on speech browsers like Synapse Adaptive's Jaws (www.synapseadaptive.com), GW Micro's Windows-Eyes (www.gwmicro.com), and other audio accessibility devices to read alt tags, which are mark-up tags for downloaded graphics. Provide a text alternative to describe the purpose of all images using either the alt tag or the longdesc tag, which is an HTML tag used for long descriptions of media.

Defining row and column headers makes data tables talk.

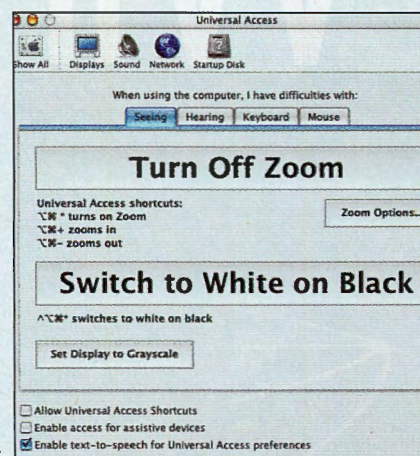


ACCESS-ORIZE YOUR MAC

Apple has added even more accessibility shortcuts to Jaguar's Universal Access system preference.

Turn On Zooming for Users with Visual Difficulties In the Seeing panel, click the Turn On Zoom button. Now use the shortcut Option-Command-plus (+) to zoom in on an area of the screen and Option Command-minus (-) to zoom out.

White on Black Makes for Easier Reading Click Switch To White on Black in the Seeing panel for a higher-contrast screen that's easier to read.



High-contrast screens are easier to read.

Flashing Alerts Help Users with Hearing Difficulties In the Hearing panel, you can set your screen to flash during an alert sound.

Sticky Keys for Sticky Fingers If you have trouble pressing simultaneous keyboard combinations, Sticky Keys (in the Keyboard panel) lets you press keys sequentially.

4GB OF COMPACTFLASH

Lexar Releases Biggest Media Card to Date

When Lexar Media releases its new 4GB Professional Series CompactFlash card (www.lexarmedia.com, \$1,500) in the second quarter of 2003, it will be the largest image-storage card that digital photographers have ever seen (short of a hard drive). For those shooting in high-resolution TIFF and RAW file formats, the 4GB size is a blessing. This 32X Type II CompactFlash card transfers data at 4.8 Mbps, as do Lexar's 1GB and 2GB cards. (Lexar's 256MB and 512MB cards have been revamped with 40X data-transfer speeds.) The 4GB card and all other Lexar Professional Series cards come with Image Rescue software for recovering damaged and newly erased files.



Store 4GB of pictures on this new card.

EXTREME WIRELESS



Ross Barkman's
Ericsson GPRS Scripts
and PDF file "Set Up the
T68i for Web Surfing"

by Dave Hamilton

illustration by Oliver Wolfson
photograph by Mark Madeo



**The second wave of the
wireless invasion is here.**

**Its mission: to make
your life better.**

No two ways about it: Wireless technology will change your life. Whether it's the convenience of being able to work and play on the Internet from your La-Z-Boy or the ability to search the Web for information while you're in a business meeting, wireless opens up limitless possibilities.

And now Apple has upped the ante.

Apple was the first computer manufacturer to adopt the original AirPort wireless standard. Once again, the fruitheads from Cupertino are leading the wireless charge, bringing both Bluetooth and the faster 802.11g standard to the masses, and making sure Mac users will never again have to be tethered to an uncomfortable desk chair if they don't want to be.

But does AirPort Extreme deliver on its promise of speed, speed, and more speed? Is Bluetooth the savior rescuing us from our cord woes?

Read on for the answers. We introduce you to the technology and give you the good and bad news. We test out the products and tell you just how rad AirPort Extreme and Bluetooth are. We give you pointers on getting your wireless network into tip-top condition. And we show you how Bluetooth can save you from a hellish life filled with servers, Zip disks, 28.8-Kbps dial-up, and USB cradles.





HIGH-SPEED WIRELESS

➔ **A**irPort, or 802.11b, as the wire-rimmed-glasses crowd calls it, was the first widespread wireless-networking option for Mac users. When Apple introduced it in 1999, it was an immediate hit, as people realized they could surf CNN.com—and MacAddict.com, of course—from the comfort of their featherbeds.

AirPort is a fully cross-platform standard, which means Mac users can easily hop onto wireless networks in homes, offices, hotels, coffee shops, and...well, airports. The problem with

802.11b is performance—while its theoretical 11-Mbps speed is plenty fast enough for completing that Buy.com transaction or checking email at the local cafe, it's simply not good enough for the really cool stuff like streaming video or transferring large graphics files.

Enter AirPort Extreme, or 802.11g, as the ponytailed developer crowd calls it. It's faster, it's more powerful, and it's Apple's new baby. But don't get out the bon voyage confetti yet—it will take years for companies and schools to move from regular ol' AirPort to the next standard. Most likely, you'll be living in a mixed 802.11g and 802.11b society for some time to come. That's OK, though—the two work seamlessly together.

GET THE MOST OUT OF AIRPORT

If you want to get the best performance with the least amount of interference, heed the following hints. They apply to both AirPort and AirPort Extreme.

➔ **Update to the latest firmware.** This is especially true for AirPort Extreme, which isn't a ratified standard yet. A little update can mean big changes, and it's worth staying on top of things. In fact, make sure you have the latest firmware even if you just bought your Base Station. Check Apple's AirPort support page to keep up on the latest firmware developments (www.info.apple.com/user/airport).

➔ **Set the Base Station to 802.11g-only mode.** If you always want the higher speeds of AirPort Extreme, this will keep older machines from slowing you down. But doing so will also lock out 802.11b users, so make sure you're willing to sacrifice those slowpokes before you switch to this mode.

➔ **Keep microwave ovens, cordless phones, Bluetooth devices, and other wireless networks from operating in the same area as your network.** These devices can deliver interference by the bucketload, and if you're looking to max out your speed, you need to rid the airwaves of any noise.

➔ **Make sure no large metal objects lie between your Mac and the Base Station.** Look out for metal filing cabinets, refrigerators, metal plates in your head, and air-conditioning ducts. Yep, central air can be a nuisance to anyone with a wireless network. You are willing to sweat for your wireless, aren't you?

➔ **If you're getting interference from a cordless phone or other wireless device, try changing the AirPort channel to the other end of the spectrum and see if that helps.** While it's true that you can set AirPort and AirPort Extreme to any of 11 different channels, those channels are not distinct from one another. Rather, the channel you set is merely a focal point. It defines the middle of the signal, which then spreads out into the surrounding channels.

What Is 802.11g?

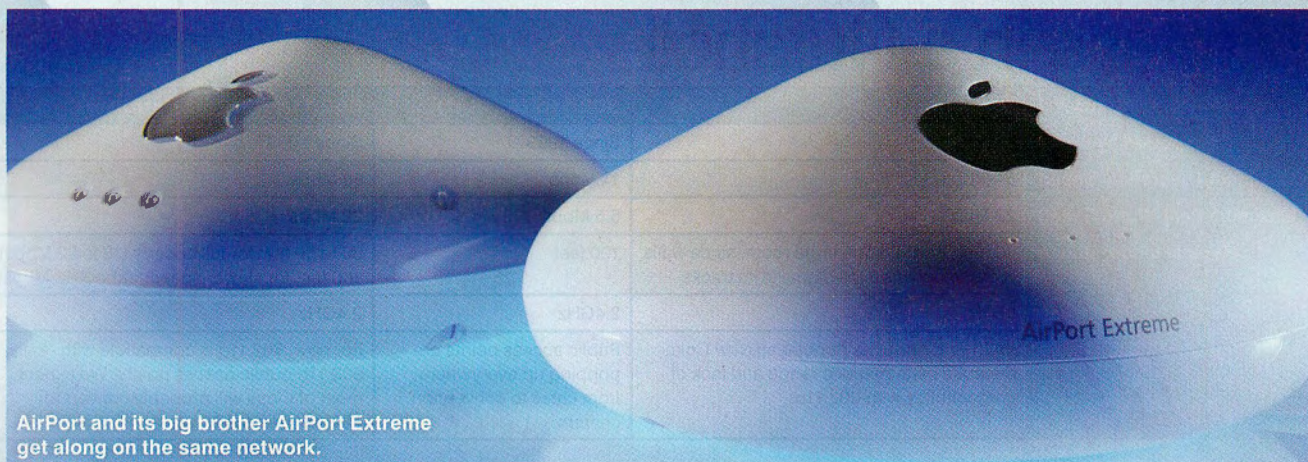
The 802.11g protocol is quite new to the market—it isn't even officially a ratified standard yet. The IEEE (the group of folks who approve such things) doesn't expect to ratify it until summer of this year, which means we're back to a situation much like that of the first 56-Kbps modems—they work with others of their ilk, but you may run into compatibility problems if you try to connect to different brands (more specifically, products with different chip sets). Thankfully, most vendors, Apple included, expect their chip sets to be software upgradable to comply fully with the new standard when it's set in stone.

Extreme is actually a hodgepodge of ideas and concepts from both 802.11b and 802.11a (see "What Happened to 802.11a?" p24). To work with AirPort, Extreme uses the same frequency as 802.11b—that'd be the very popular (and crowded) 2.4GHz range. But to attain higher speeds, it uses the same OFDM signaling methods as 802.11a—more on that later.

What's the Good and Bad News?

AirPort Extreme operates up to five times faster than previous AirPort technology, maxing out (in the carefully controlled confines of the lab) at 54 Mbps. That, of course, is the killer part of 802.11g.

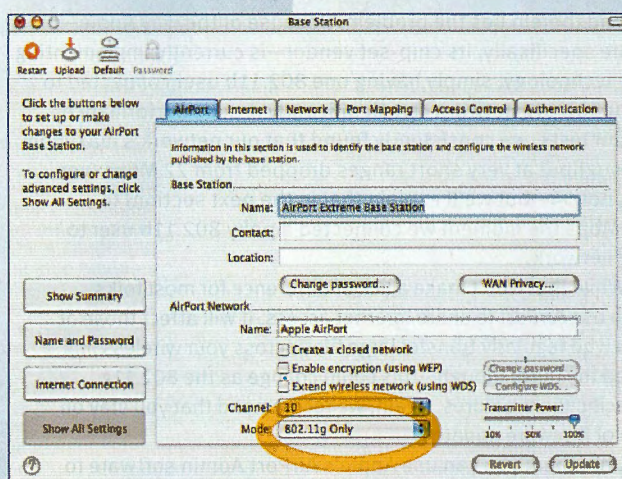
The fact that AirPort and AirPort Extreme operate in the unlicensed 2.4GHz range is both good and bad. The good part, of course, is that they are compatible with one another. AirPort users can connect to an AirPort Extreme Base Station, and AirPort Extreme users can connect to older AirPort Base Stations—at slower speeds, of course.



AirPort and its big brother AirPort Extreme get along on the same network.

The bad part: The 2.4GHz range is as cluttered as the airspace over O'Hare (airport pun *not* intended—puh-lease). That means other devices in this range can cause interference: microwave ovens, high-end cordless phones, Bluetooth products, satellites, wireless cat-litter boxes. (OK, just kidding about the litter boxes, but it's not a bad idea, eh?) Also, each and every AirPort and AirPort Extreme Base Station uses approximately 30 percent of the available bandwidth of that spectrum, so you can really only have three Base Stations overlapping each other and covering the same area.

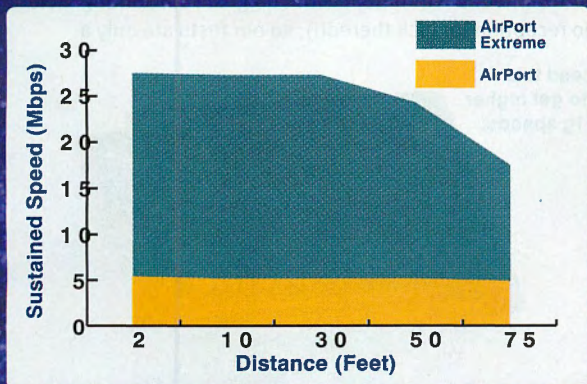
Unless you have a *lot* of kids or live in a commune, that's not likely to be a huge problem in your home. It is, however, an issue in offices or public areas where you want to connect lots of people at high speeds in one concentrated spot. But even home users need to be somewhat careful—having just one or two other devices operating in the 2.4GHz range can increase your chances of interference and incompatibility. You might have to choose between a 2.4GHz cordless phone and an AirPort network.



Choose the 802.11g Only mode to kick 802.11b users off your network.

AIRPORT SPEEDS

As you can see from our in-home testing, AirPort Extreme can go much faster than standard AirPort. But make sure you're using the latest firmware updates from Apple to get the best performance.



Will AirPort Users Slow Down AirPort Extreme?

Like ebony and ivory, AirPort Extreme and AirPort should work together in perfect harmony. But in fact there is some discord: If you have 802.11b users on an AirPort Extreme network, they can potentially slow everything down.

Blame the technology. To achieve its higher speeds, AirPort Extreme encodes the data in a different way when sending the signal across the radio waves. AirPort uses a standard called DSSS (direct-sequence spread spectrum), and AirPort Extreme uses OFDM (orthogonal frequency division multiplexing).

Without getting too detailed, let's just say that by using OFDM, Extreme can cram more data into a given amount of bandwidth than AirPort can. The upside to DSSS is that it is a little more resistant to interference and has a slightly longer range (in the lab, anyway). The downside to DSSS is that it uses almost exactly the same amount of bandwidth as OFDM—that is, they each use every bit they can get.



Wireless in a Nutshell

Standard	802.11a	802.11b (AirPort)	802.11g (AirPort Extreme)
Supported by Apple	Never	Since 1999	Since 2003
Maximum Theoretical Speed	54 Mbps	11 Mbps	54 Mbps
Maximum Real-World Speed	22 Mbps	5.5 Mbps	22 Mbps
Typical Indoor Range*	40 feet or within one large room, since walls pretty much stop the signal in its tracks	100 feet	30 to 50 feet for full speeds (18 to 22 Mbps); 100 feet for slower speeds (about 12 Mbps)
Frequency	5GHz	2.4GHz	2.4GHz
The Scoop	802.11a is about as popular as New Coke because of its pathetic range and lack of compatibility with 802.11b.	Public access points are popping up everywhere, from cafes to convention centers.	For now, 802.11g is compatible with 802.11b public access points. We expect most of those will probably convert to 802.11g eventually.

➔ And therein lies the problem. Because of the way Apple—or more specifically, its chip-set vendor—is currently implementing the technology, simply having one 802.11b user connected to your 802.11g network can significantly reduce performance. In our tests, we consistently found that our network's maximum throughput at very short ranges dropped from 22 Mbps (yep, 22, not 54—but we'll explain that in the next section) to 14 Mbps the moment we connected a poky 802.11b user to the network.

While that won't make a lick of difference for most folks who use AirPort to share Internet access, it will affect those of you who regularly transfer large files across your wireless link. Keep the faith, though—this could change as the 802.11g specification matures. Again, we recommend that you stay on top of firmware updates.

Until then, you can use Apple's AirPort Admin software to keep 802.11b clients from connecting to an AirPort Extreme Base Station. Open the AirPort Admin utility (version 3.0.1 or later), choose your Base Station, and then click Show All Settings. Here you can adjust Mode to 802.11g Only. Click Update, and all of your elite AirPort Extreme users should be good to go.

WHAT HAPPENED TO 802.11A?

IEEE 802.11a, which also operates at a theoretical 54 Mbps, has been approved and available for quite some time. No Mac-compatible implementations exist, and there aren't likely to be any in the future, since Apple is clearly committed to 802.11g.

That said, there are some pros and cons to 802.11a. The most obvious problems are that it only works within a very short range (think one room), and it's not backward or sideways compatible with 802.11b or 802.11g. It simply won't have anything to do with anything that bears the name AirPort.

It is, however, a much more robust technology, especially for corporate installations where short range, high bandwidth, and high user density matter. As opposed to AirPort's three distinct available channels (yes, three—see "Get the Most Out of AirPort," p22), 802.11a has 12 completely separate channels available. Yep, there's the perks of operating in the high-frequency 5GHz range. Still, don't expect to see it for the Mac unless the 802.11a mafia brainwashes Steve Jobs.

How Fast Is AirPort Extreme?

AirPort Extreme definitely beats AirPort in speed. Hands down. No questions asked. No ifs, ands, or buts—you get the picture. Even better, we got about the same range, given the same combination of clients and Base Stations. Different computers and/or Base Stations will affect your range—you know that if you used an iBook and then suffered through the crappy range of the first-generation PowerBook G4.

We did our testing in a four-bedroom home using a 12-inch PowerBook G4 equipped with an AirPort Extreme card and an Apple AirPort Extreme Base Station. To test the full speed of AirPort and AirPort Extreme, we FTPed a series of 50MB-plus files back and forth between two machines—one connected wirelessly, and one hard-wired directly to the Base Station.

Starting with the 12-inch PowerBook sitting right next to the Base Station, AirPort Extreme maxed out at about 22 Mbps while standard AirPort clocked in at about 5.5 Mbps. Remember: 54 Mbps and 11 Mbps are only the theoretical maximums for AirPort Extreme and AirPort. As we got farther from the Base Station, transfer rates held consistently for AirPort Extreme at up to about 30 feet, whereas AirPort held its maximum bandwidth out to almost 75 feet. At the 75-foot mark, reception began to falter for both AirPort and AirPort Extreme machines (see "AirPort Speeds," p23).

Be forewarned: Environment is the biggest contributing factor to radio reception (or lack thereof!), so our tests are only a

You need this card to get higher 802.11g speeds.





relative gauge as to how well all of this works. You may get 100 feet, or you may get 2. You may live in an open field, or you may live in a lead-lined safe room.

We also tested other wireless networking devices that support 802.11g. The Belkin 54g Wireless Cable/DSL Gateway Router has two external antennae that you can adjust and angle to improve performance. You can also stand the device on end, which gets the antenna a good 10 inches off the table. This can improve reception, and we noticed the biggest difference with—you guessed it—the 15-inch Titanium PowerBook. The TiBook's metal-encased antennae hiding under the keyboard get more signal and longer range with this extra boost. The Belkin router only minimally improved the range of the 12-inch PowerBook, which has the antennae in the screen bezel.

If you decide to stick with Apple's Base Station, note that there are two models: one with an external antenna jack, and one without. For those of you who opt for the high-end station, you can spend even more money on the stylin' Dr. Bott antennae (see our reviews of the Base Station, p45, and the antennae, p51). Dr. Bott's extendAIR Direct allows you to focus the signal of your Base Station in one direction so you can connect two networks. The extendAIR Omni should increase your range by about 25 percent—not stellar, but if you're looking to reach a particularly tricky corner of your home or office, it might do the trick.

Honestly, though, you can get yourself a Belkin or Linksys router with adjustable antennae for less than half the cost of this arrangement. These alternatives might not yield the same range as the combination of a Dr. Bott antenna and AirPort Extreme, but they may satisfy your needs.

HIGH-SPEED WIRELESS: THE BOTTOM LINE

Lots of people use AirPort only to check email or sneakily look up *Jeopardy* answers from the couch in an attempt to look smart. If that's you, blazing AirPort speed won't make any noticeable difference in your wireless experience. But for those of you using your network to transfer large files or stream MP3s from computer to computer, faster AirPort can vastly improve your wireless experience.

Cable-modem and DSL connections (and, let's face it, those 1.544 Mbps T1s too) transmit data at speeds *far* slower than what even standard AirPort can handle—so upgrading to the faster AirPort Extreme isn't likely to make a lick of difference in your Web-surfing speeds. Where AirPort Extreme might help is in transferring data between two AirPort-equipped computers. Since that requires two AirPort connections to be active at the same time, speed takes an instant hit. AirPort Extreme can help ease that blow by providing additional bandwidth to those Macs.

That said, if you haven't yet gone wireless and are looking to cut your ties to the wired world, there's really no reason not to go with 802.11g. The 802.11g routers don't cost much more than their slower and older counterparts, and since everything's backward compatible, your system can still support any legacy AirPort hardware.

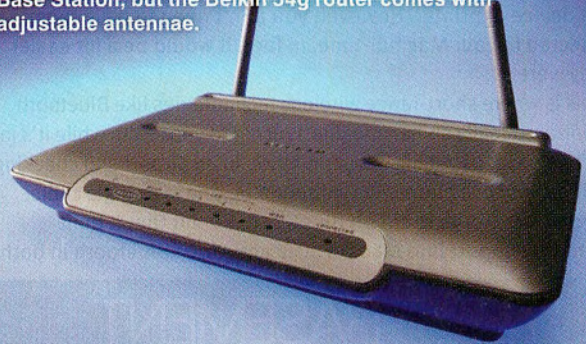
BUYERS' BASEMENT

Considering that we're talking about a standard that's not really a standard yet, there's no shortage of 802.11g products hitting the market.

Apple AirPort Extreme Base Station (\$249 and \$199, www.apple.com) and **AirPort Extreme Card** (\$99). The more expensive Base Station has a modem and a jack for an external antenna (see our review on p45). The other does not. Both offer USB ports for wireless printer sharing, and the more expensive model offers the option of dialing out of or into your home network.

Belkin 54g Wireless DSL/Cable Gateway Router (\$189.99, www.belkin.com). This router has two angle-adjustable antennae attached to the back, which means it offers an out-of-the-box range superior to that of the Apple products.

It's not as pretty or as white as the AirPort Extreme Base Station, but the Belkin 54g router comes with adjustable antennae.

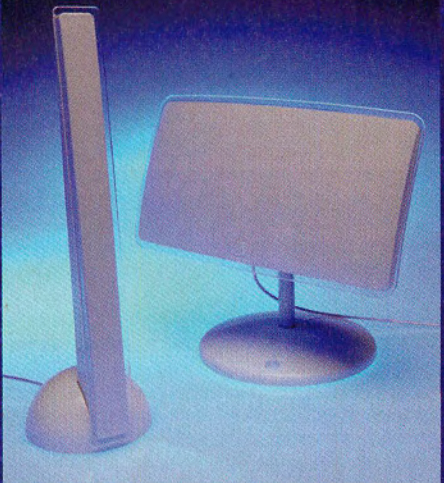


Linksys Wireless-G Broadband Router (\$129, www.linksys.com). This is the 802.11g version of Linksys's most popular router.

Dr. Bott extendAIR Direct (\$149.95, www.drbot.com) and **extendAIR Omni** (\$99.95). These two antennae connect to the more expensive of Apple's Base Stations (see our review on p51).

The extendAIR Direct allows you to focus the signal of your Base Station in one direction so you can connect two separate networks up to 500 feet apart (so Dr. Bott claims). The extendAIR Omni can expand your AirPort range 25 to 50 percent beyond what the Base Station's internal antenna reaches (although that increase is more apparent to 802.11b users than to 802.11g users, due to the signaling methods each technology uses).

Unsatisfied with AirPort Extreme's range? Extend it with these Dr. Bott doohickeys.





SHORT-RANGE WIRELESS

➔ Most of you probably only occasionally connect one or more peripherals to your Mac—a cell phone, for example, or a Palm device or printer. However, you don't need to have them connected to your Mac full-time. In fact, it would be a lot easier if they weren't.

This is where short-range wireless technologies like Bluetooth and infrared really shine. Imagine syncing to your Palm while it's in your briefcase, or pulling out your laptop in an airport and checking email via your cell phone—all without plugging in a single cable.

Right now, Apple is hot on Bluetooth. So hot that it built Bluetooth support into Mac OS 10.2 and stuck Bluetooth in both

the 17-inch and 12-inch PowerBooks. It's also selling D-Link's tiny USB Bluetooth adapter on its site for \$49.95. Here's the skinny on Bluetooth and how you can incorporate this cool technology into your everyday life.

What Can Bluetooth Do?

Bluetooth provides a short-range, low-bandwidth, cheap way to rid your life of cables. If AirPort is wireless Ethernet, Bluetooth is wireless USB.

Bluetooth operates over radio waves. Like AirPort—and everything else, it seems—Bluetooth operates in the 2.4GHz range (we hear that 2.3GHz and 2.5GHz are now seeing therapists in an attempt to combat lifetimes of neglect). Bluetooth uses very low-power transmitters, which has two benefits—they're cheaper, and lower power means lower range, which limits interference with other devices. Bluetooth signals usually peter out at about 20 feet.

One exception is the Belkin Bluetooth USB adapter, which has an antenna you can raise (but is much larger than the D-Link adapter). The Belkin adapter just about doubled our effective range, even besting the range of the 12-inch PowerBook's built-in Bluetooth adapter. Though the 12-inch PowerBook has antennae in the screen bezel, they provided no noticeable range improvement over what the USB-based D-Link adapter gave us.

Bluetooth can handle conversations with up to seven devices at any time. Most of these are part-time connections—your keyboard and mouse will always be talking to your Mac, but the chance that you'll need to talk to your printer as it's corresponding with your Palm PDA, cell phone, and scanner is unlikely. The seven-device limitation shouldn't be a problem for most people—unless you're *that* good at multitasking.

How Fast Is Bluetooth?

Bluetooth is no racehorse, but its speeds are satisfactory for its purposes. It supports a few different modes (which are hardwired into the various peripherals) that dictate top speeds. In full-duplex mode (sending and receiving data at the same time), Bluetooth can transmit and receive data at 64 Kbps. Full-duplex mode is useful for voice communication—say, via a Bluetooth headset and telephone.

However, your peripherals usually only need to transmit data

BUYERS' BASEMENT

To get in on the wonderful world of Bluetooth, the first thing you need is an adapter.

Belkin Bluetooth USB Adapter (\$59.99 with antenna, \$49.99 without antenna, www.belkin.com). Belkin is one of the only companies to offer USB Bluetooth adapters featuring an extendable antenna that can broaden your range. Belkin also offers a compact version sans extendable antenna.

D-Link DWB-120M USB Bluetooth Adapter (\$49.95, www.apple.com). This compact device is the one Apple sells on its site.

Iogear Bluetooth Starter Kit (\$109.95, www.iogear.com). This kit comes with two adapters so you can network two computers via Bluetooth. Iogear also sells a single adapter for \$69.96.

Keyspan USB Bluetooth Adapter (\$59, www.keyspan.com). This basic adapter claims a 50-foot range.

MacWireless Bluetooth USB Adapter (\$39.98, www.macwireless.com). This is one of the cheaper adapters we found—and cheap is good.

Palm Bluetooth SDIO Card (\$129, www.palm.com). This SD card will fit into the expansion slot on the Palm i705, m515, m505, m500, m130, and m125 handhelds.

Palm Tungsten T Handheld (\$399, www.palm.com). This high-powered PDA has Bluetooth built in, allowing you to sync data with your Mac.

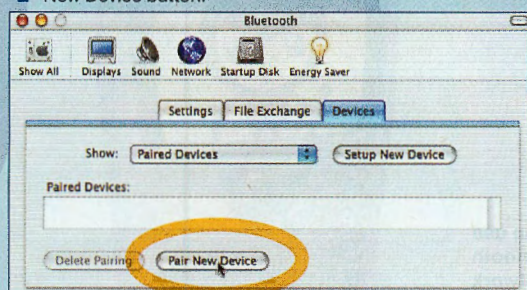
Sony Ericsson T68i (prices vary depending on service, www.sonyericsson.com/T68i). This tiny cell phone has long battery life, GSM and GPRS capabilities, and built-in Bluetooth. Available service providers in the U.S. include T-Mobile and AT&T.



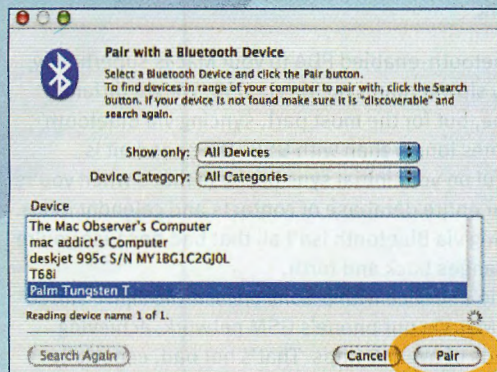
HOW DO YOU SYNC VIA BLUETOOTH?

We love the idea of syncing a Palm Tungsten T to our Mac, just for the sheer pleasure of not having to deal with that annoyingly long USB cable and clunky cradle. However, cordlessness does have its price: Syncing via Bluetooth is significantly slower than with USB, taking up to ten times as long. Still, count us in as fans of wireless syncing—but not of the rather unwieldy (but one-time-only) setup process.

- 1 To set up your PDA for Bluetooth syncing, start by going to the Devices tab in the Bluetooth system preference. Click the Pair New Device button.

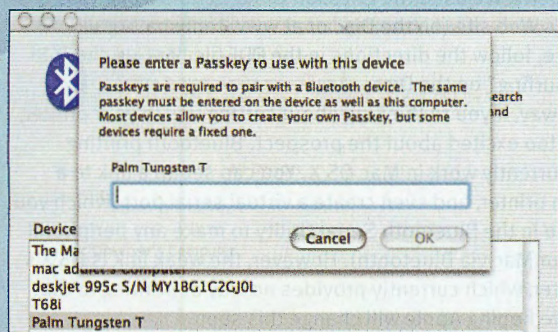


- 2 The wizard will show you all of the available devices. Make sure you've set your specific device as discoverable. To do this on the Tungsten, go to Preferences, click Communication, select Bluetooth, and set Discoverable to Yes. As long as your device is within 20 feet of your Mac, it should appear in this list. Select it and click Pair.

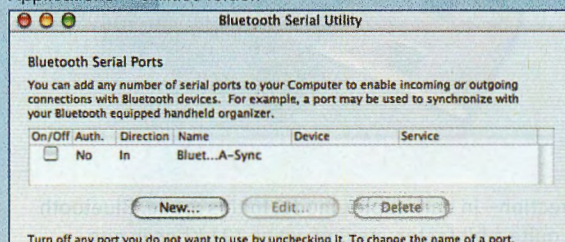


- 3 Some Bluetooth devices require you to enter a key on both the device and the Mac. This is a security measure to ensure that both your Mac and the device want to be paired with one another. If only this much discretion was the rule at bars...

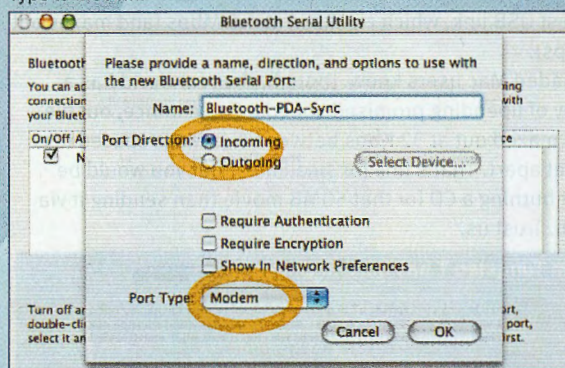
By the way, select a password that you can enter easily on your device. If you're pairing with a phone, choose numbers so you don't drive yourself crazy using the telephone keypad to type *Buffy* or whatever word you chose.



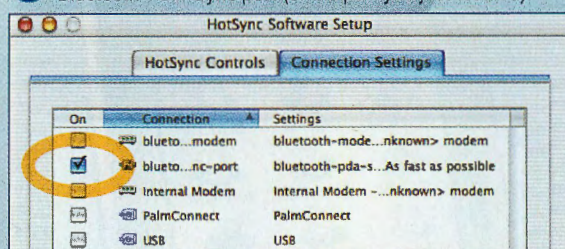
- 4 Once you've paired up your Mac and the device, make sure you've got a serial port set up for your PDA. For this, you'll use the Bluetooth Serial Utility (introduced in OS 10.2.4) in the Applications > Utilities folder.



- 5 If you see a Bluetooth-PDA-Sync port, you're all set and can skip to the next step. Otherwise, click New, type a descriptive name for your new port, choose Incoming for Port Direction, and set Port Type to Modem.



- 6 If you're using a Palm OS-based PDA, open your HotSync Manager, choose the Connection Settings tab, and click the check box next to Bluetooth-PDA-Sync port (or the port you just created).



- 7 Now you need to create a Bluetooth sync profile on your PDA. On the Tungsten, go to Preferences, choose Connection, click New, and name it Bluetooth. Choose PC as the type of device to connect with, choose Bluetooth as the connection method, and then select your Mac's name from the list of available Bluetooth devices.

- 8 That's it! You're ready to go. Navigate to the HotSync icon on your Palm, choose Bluetooth from the pull-down menu, and press the sync button.





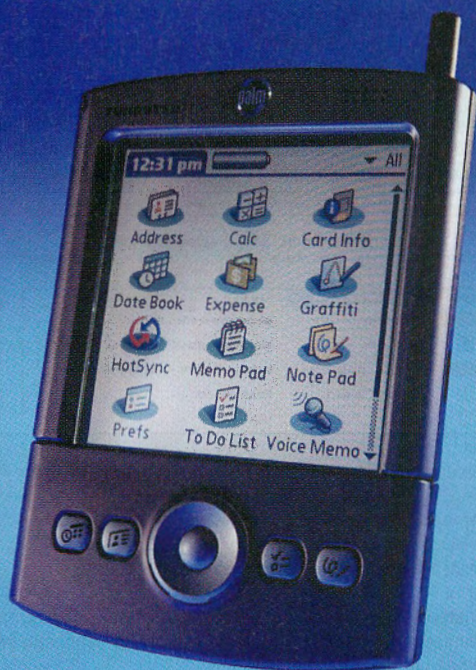
An adapter such as this one is the key to wireless power via Bluetooth.



in one direction—in half-duplex mode. In this mode, Bluetooth operates quite a bit faster, maxing out at 721 Kbps in one direction (sending) and 56 Kbps in the other (receiving). Another type of half-duplex mode splits the signal evenly, allowing transmission in either direction at 432 Kbps, but not at the same time. In a nutshell, Bluetooth operates at about half the speed of the slowest USB link, which clocks in at 1.5 Mbps (and maxes out at 12 Mbps).

As all jaded Mac users know, though, the real world has a funny way of upending promised speeds. For instance, our file transfers maxed out at 32 Kbps between two Macs spaced less than 5 feet apart. That's fine for small files, but you would be better off burning a CD for that 50MB movie than sending it via Bluetooth. Trust us.

The Palm Tungsten T has built-in Bluetooth.



You can use your Bluetooth phone's network to surf the Web on your Mac—useful when you're stuck somewhere without an AirPort network.



Syncing a Bluetooth-enabled PDA to your Mac is superhandy, but significantly slower than syncing via USB. We got different results each time, but for the most part, syncing via Bluetooth took up to 10 times longer than with USB. The speed hit is especially painful on your initial sync because that's when you're transferring your entire database of contacts and calendar items. After that, syncing via Bluetooth isn't all that bad because you're only sending changes back and forth.

Using T-Mobile's service with a Sony Ericsson T68i, we surfed the Web on our Mac via our phone's GSM network, achieving consistent speeds of over 40 Kbps. That's not bad, especially compared to our hotel room's phone lines, which were limited to 28.8 Kbps. (This technique is also useful in public places where there isn't an AirPort network). Unfortunately, the setup involved in getting this ploy to work is neither easy nor well documented. Fortunately, we've done the work for you.

First, you need a modem script that tells your Mac exactly what commands it should send to your phone to get it to work properly. We used the Ericsson GPRS Scripts from Ross Barkman's Web site (on the Disc or at www.taniwha.org.uk). From there, follow the directions in the PDF file "Set Up the T68i for Web Surfing" on the Disc.

By the way, if you're thinking about cutting ties to your printer, don't get too excited about the prospect. Bluetooth printing doesn't currently work in Mac OS X. You can set up a link to a Bluetooth printer, and even create a virtual serial port (which you need to do in the Bluetooth Serial Utility to make any peripheral talk to your Mac via Bluetooth). However, the weak link is OS X's Print Center, which currently provides no way of printing to that port. We're hoping Apple will change this soon.

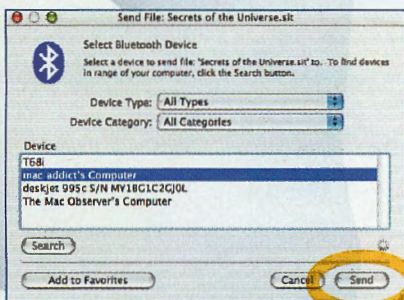
How Do You Transfer Files with Bluetooth?

Using Bluetooth to transfer files between two computers is awesomely convenient. Of course, you need two Bluetooth adapters—but what's a hundred bucks when you're paying for ultimate convenience? Bluetooth file transfer is even easier to set up than the AirPort-based Rendezvous—simply select a file and a destination device, and go.

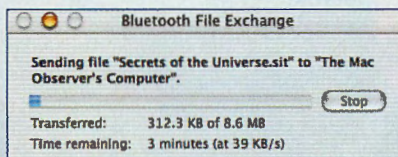
1 Select the file you want to send and drag it onto the Bluetooth File Exchange utility (in the main Applications > Utilities folder). Or you can place a Bluetooth menu in the menu bar. To do that, navigate this very *intuitive* hierarchy of folders (System > Library > CoreServices > Menu Extras) and drag Bluetooth.menu to your menu bar. To send a file, choose Send File from the Bluetooth menu item.



2 The Bluetooth File Exchange Utility shows a list of all the Bluetooth devices available to your Mac. Just pick one and click Send.



3 The receiving computer will ask its owner to accept this file. As soon as that person agrees, the transfer starts. See? Much better than logging in to a server or fishing around for a Zip disk or USB Flash drive.



SHORT-RANGE WIRELESS: THE BOTTOM LINE

If you have more than one Mac and are constantly shuttling small files back and forth, or if you want to use wireless devices like the Sony Ericsson phone or the Palm Tungsten T, Bluetooth is wonderful. Even though its transfer speeds are slow, Bluetooth impressed us, especially when you consider the convenience of not having to crawl under your desk to plug cords into the back of your computer.



After spending all this time surrounded by wireless technology, MacObserver.com president Dave Hamilton was last seen building a room with 3-foot-plus thick lead walls, mumbling, "Too much RF makes Dave a dull boy."

ALTERNATIVE CORD-CUTTING MEASURES

If you're tired of constantly tripping over a cord when you work, play games, or surf the Web, it's time to untether your mouse—and even your keyboard. Right now, most cordless mice and keyboards use their own proprietary radio or infrared connections, although some companies, like Microsoft, are starting to move wireless peripherals to Bluetooth (Microsoft doesn't offer Mac software for its Bluetooth products yet).

Kensington Turbo Mouse Pro Wireless (\$142.99, www.kensington.com) and **PocketMouse Pro Wireless** (\$49.99). Both of these products are similar to their wired counterparts.

Keyspan Digital Media Remote (\$49, www.keyspace.com). This very cool device allows you to control your Mac with a remote.

Logitech Cordless Navigator Duo (\$79.95, www.logitech.com). Logitech offers tons of cordless keyboard-and-mouse combos, but this is a good midprice one.

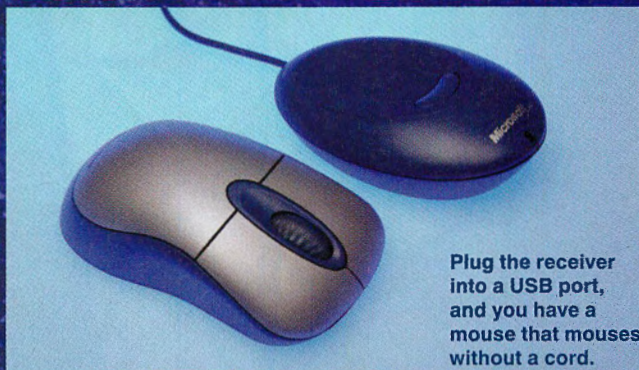


The Cordless Navigator Duo gets rid of two cords for the price of one.

MacAlly RFKey (\$69, www.macally.com) and **RFMouseJR** (\$49.99). MacAlly's wireless keyboard and wireless mouse are good for users on a budget.

Targus Wireless Optical Mini Mouse (\$49.99, www.targus.com). This inexpensive wireless mouse is built for the traveling Mac user.

Microsoft Wireless Optical Desktop (\$84.95, www.microsoft.com), **Wireless IntelliMouse Explorer** (\$64.95), and **Wireless Optical Mouse Blue** (\$34.95). The Wireless Desktop is a keyboard-and-mouse combo. The IntelliMouse Explorer and Optical Mouse Blue are both solid devices.



Plug the receiver into a USB port, and you have a mouse that mouses without a cord.

Wild at Heart



4D 6.8.3 demo

David Lynch has always been known for his unique and very un-Hollywood films. Now he's using the Mac to create an equally unique Web experience, one that people actually pay for.

Spend some time in David Lynch's online fantasy world, and you'll find birds feeding in a dark industrial wasteland, with only a thin shield protecting them from ravenous rodents. In reality, these birds perch happily on a bird feeder (the antisquirrel variety) in the backyard of Lynch's estate. The feeder sits in front of a 2D backdrop.

Leave it to David Lynch to turn banal backyard activities into a sinister, if not bizarre, video experience. This kind of innovation pervades the filmmaker's subscription-only Web site (www.davidlynch.com), designed and served completely on Macs.

Lynch is famous for his unusual brand of filmmaking. His 1977 cult classic *Eraserhead* and stylized sci-fi epic *Dune* paved the way for more mainstream hits like

Blue Velvet and the TV series *Twin Peaks*. Other cinematic credits include the rampant road rage of *Wild at Heart*, the real-life story of a man who crosses the Midwest on a tractor in *The Straight Story*, and the sultry confusion of his recent movie *Mulholland Drive*. Innovative is the only way to describe Lynch's eccentric array of work.

Innovation also embodies DavidLynch.com, a largely black-and-white film-noir Web experience. Lynch eschews stick-straight navigation bars for a more meandering road map. The hand-drawn zigzags on the main site map (The Switchboard) take you to a variety of Flash-intensive pages, riddled with hidden links and enigmatic information (read: hidden jewels for die-hard Lynch fans). Activities like the phone game, where you dial a deceptively random assortment of Flash-



Shot with Sony MiniDV cameras, *Rabbits* is the type of experimental series you can launch only on the Internet.

→ enabled rotary phones, seem cryptic at first. But like watching a Lynch film over and over, the more you play, the more you discover and the deeper into the game and into the site you go. Members pay \$9.97 a month for the privilege of staying tuned into the Lynch experience.

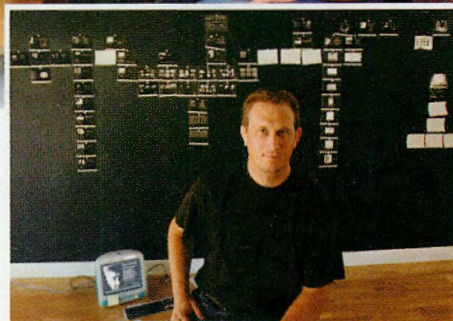
The Art of Web Video

The Web site's mainstay is its animations and movies, which Lynch and his team shoot on MiniDV cameras and edit with Final Cut Pro. Without film producers and television execs breathing down his neck, Lynch has unleashed his imagination on four main projects for his Web site. *Rabbits*, starring *Mulholland Drive*'s Naomi Watts and Laura Elena Harring dressed up in rabbit costumes, is a surreal episodic series shot with Sony PD-100 MiniDV cameras. *Dumbland*, which Lynch animated in Flash, is a seven-part line-drawn raucous cartoon. *Cannes Diaries*, also shot in MiniDV, is a live-on-location series documenting the Cannes Film Festival. (Both *Mulholland Drive* and *Wild at Heart* won awards at Cannes.) Lynch remains tight-lipped about his new live-action mystery series called *Axxon N*, due out this year.

While the Internet is the perfect medium for experimental shorts and series, it presents its share of problems. For instance, Web video has trouble showing off certain David Lynch trademarks such as his penchant for the color red. According to John Worthington, Discreet's director of product management for desktop video, red reacts differently to the separate gamma curves on Macs and PCs.



Eric Bassett is the technical Mac mind behind www.davidlynch.com.



To help Lynch's filmmaking style shine through the technicalities of Web video, Managing Consultant Eric Bassett uses Discreet's Cleaner (\$599, www.cleaner.com) to clean up the video, the Sorenson 3 codec to compress it, and the QDesign codec to compress the audio. Bassett hopes to move to MPEG-4 encoded video.

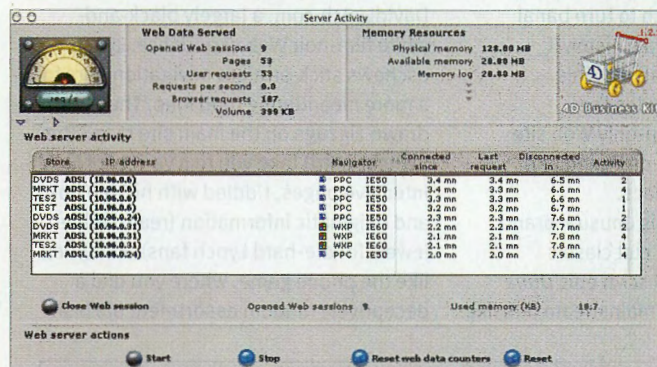
Web Serving the Mac Way

With 750,000 daily hits, the site is powered by 14 Power Mac G4s, 4 iMacs, and one lone PC for secure ecommerce transactions. All will soon be replaced by Xserve. Akamai servers deliver the bulk of the video. Bassett drives the site with 4D server software, databases, and application-development tools. Using a custom application developed in 4D Developer Edition (\$799, www.4d.com) and run with 4D Server (\$899), he manages a nest of 4D databases that hold member information (names, demographics, and log-in information), pay-per-view video-download licenses, and store transactions. The databases talk to the 4D WebStar Server Suite (\$299), and Bassett uses 4D Business Kit to manage the store, which is stocked with photos, posters, hats, coffee mugs, CDs, and collectible DVDs of Lynch's short films.

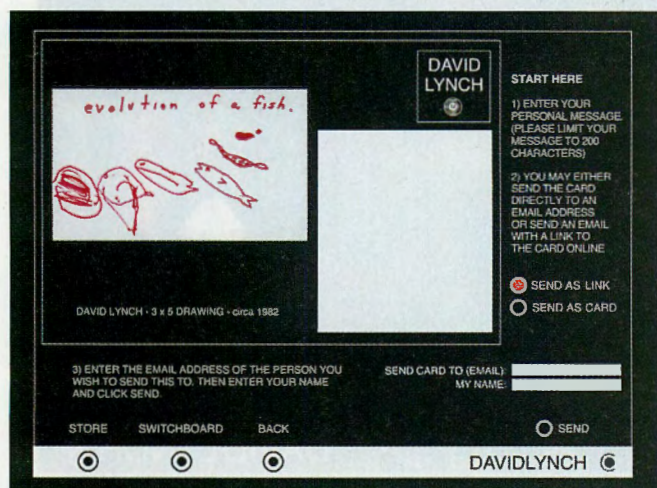
As on almost any interactive Web site, visitors chat—and Lynch himself frequents the rooms daily. To monitor the powwows, Bassett uses 4D Portal, which lets him quiet down ALL UPPERCASE chatters and squelch the occasional tirade. As for the members, they are a die-hard bunch—and 40 percent of them are Mac users. "They're funny, they're smart, they're fun-loving, so it's interesting to talk to them," says Lynch.

One member, a 25-year-old software developer named Matthieu Gosset (aka *zygron* in the chat room), has been a serious Lynch fan ever since he saw *Dune* in 1984. He's developed a community area on the site, where members post pictures and information about themselves. He likes the site because it's authentic David Lynch. "The site makes great use of Flash and doesn't look like anything existing," he says.

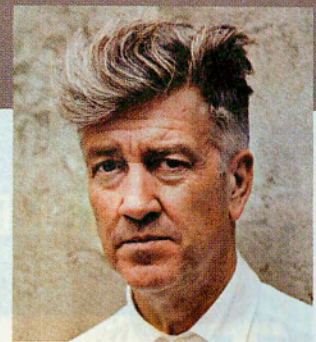
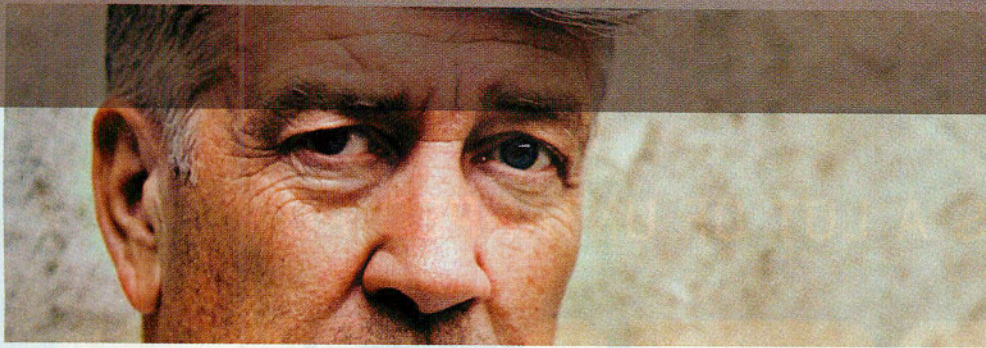
In fact, DavidLynch.com is much like a David Lynch flick, where you expect the unexpected and are amazed at the outcome.



4D Business Kit details important information like the number of pages users request and the Web server's memory allocation.



Managing Consultant Eric Bassett of DavidLynch.com uses 4D Portal to let users create custom cards with Lynch's artwork.



Q&A with David Lynch

MacAddict caught up with David Lynch in his breathtaking Hollywood Hills home, where we talked to him about the untamed world of Internet movies.

MA: How is making an Internet movie different from making a full-length feature movie?

DL: A lot of times you get little fragments of ideas and they don't go anywhere because there's no place to share short things. Except now, there's the Internet. So on DavidLynch.com there are short experiments [and] all these things that are based on ideas that would have not gone anywhere had it not been for the Internet.

MA: So is that why you created movies in series on DavidLynch.com?

DL: There's something very beautiful about a continuing story, but television got scared of continuing stories, because they did surveys and polls, and found out that many people couldn't for one reason or another see a show every week....So it could be that [the Internet] is a great home for a continuing story.

MA: Do you shoot your episodes all at one time or over longer periods?

DL: Both. It's so expensive to get geared up and shoot something [so] you really try to get a bunch of raw material and cut it into episodes. But you still need scripts. You need to have a place to put the set, find locations. You've got to get a crew together. It's a mini movie, but you'd be surprised how much time, money, and effort even a small thing takes.

MA: What cameras do you use?

DL: [Sony] PD-100s, and it's real bad quality, but that's what I like.

MA: Is it a different experience for the actors, knowing the movie is going to appear on the Internet versus a more traditional medium?

DL: Yeah, the word that comes to mind is *bummer*. [Laughs]

MA: How did you get people like Naomi Watts and Laura Elena Harring to work on *Rabbits*?

DL: Bribery and things like that. [Laughs] No, they turned out to be friends, and so it's fun. I'm sure that they didn't really know what *Rabbits* was going to be or where it was going to go, so it's kind of interesting. They got to take a little bit of a chance but have fun along the way.

MA: Is some of your cinematic style—detailed, stylish backgrounds, red rooms—difficult to view on the Internet?

DL: On the Internet, if you want to show details you just have to do it in a different way...You can see things—details—sort of, but if you want to sell a plug in a socket, you've got to get in very tight, and if it's not quite right, you move in a little tighter. You can see on the screen exactly what you're going to get. You can record it and play it back, so there's plenty of opportunity to show every single thing.

MA: Do you see DV going more mainstream?

DL: It isn't film but it has its own feel, so if a story comes up in your head that marries to that particular kind of feeling—like a DV story as opposed to a higher-quality film story—then you go and say this story is going to be better in DV than in film. And there are those kinds of stories. There are no rules, but you're kidding yourself if the story doesn't marry to the medium.

MA: Do you feel compelled to create content every month for DavidLynch.com?

DL: If it were like TV where you had to do content on a schedule, I think I would by now or very soon shut it down. It ceases to be fun....Fun also means that your mind is open to new things. You cook up something when things are fun, so it's just gotta be that way or it can't work.

MA: So are you a Mac guy?

DL: Yes, I'm a Mac guy....The whole world up here is built on Macs.

MA: About how many Macs do you have?

EB (Eric Bassett): 50.

MA: What's your favorite application?

DL: I love [Adobe] After Effects, and [Adobe] Photoshop is one of my favorite places to go any day of the week....I love [Macromedia] Flash, but After Effects is way more organic.

MA: What are some of the technological advancements you're looking forward to that will make a difference to what you do?

DL: Ease of getting what you want. What you want is a program that doesn't have a learning curve of two or three months, where your brain is aching until it finally falls into place. Where you just pick it up and say "Oh"....and you start feeling your way through instead of thinking your way through. I'm telling ya, that's going to be killer.



Senior Editor Narasu Rebbapragada's favorite David Lynch movie is *Blue Velvet*. She's currently stuck in a phone booth somewhere on the Web site.

THERE'S A LOT OF UNTAPPED POWER IN

THE NEXT

by
John
Lee

At this very moment, thousands of hard-working, fanatical gamers and programmers are working feverishly to make your favorite games even better. By spicing them up with new weapons, skins, furniture, maps, and even gameplay (bonus: almost all of them are free), you can experience your faves in a whole different way. To help you out, we spent months playing tricked-out versions of the best and most recent Mac blockbusters, from The Sims to Jedi Knight II, from Max Payne to WarCraft III—yep, it's a tough job, but somebody's got to do it. So what are you waiting for? Read on for free fun.



**ON THE
DISC**

WarCraft III demo,
WarCraft III Bonus
Maps, and
Sims Objects

YOUR GAMES. NOW'S THE TIME TO UNLEASH IT.

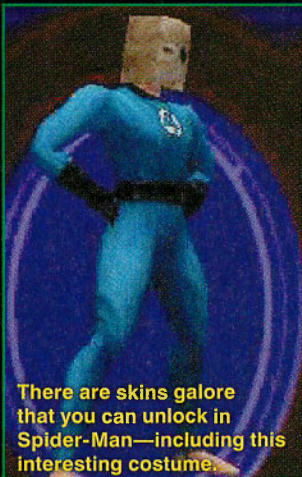
LEVEL

SKINS & OBJECTS

Plastic surgery for your games—without the scars.

If you're tired of inhabiting, for example, Joe Townie in *The Sims*, what you need is a new look—a new skin to crawl into, if you will.

Adding skins and objects to your game can greatly increase your options by giving you new weapons, fancier furniture, or even a new face and outfit. You can sometimes find new skins already in the game, hidden from view until you earn the right to use them. **Spider-Man** (\$9.95, www.aspyr.com) is a dandy example. Winning levels gives you access to new skins. Instead of donning his usual red-and-black web-fighting gear, Spidey can go into battle wearing lavender leotards and puce boots. If that doesn't make you feel sufficiently emasculated, put him in a baby-blue costume with a paper bag over his head. If you



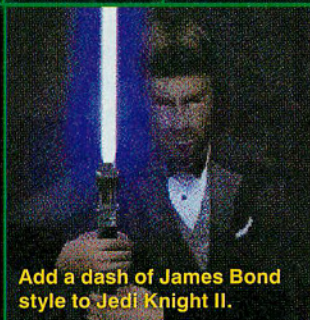
There are skins galore that you can unlock in *Spider-Man*—including this interesting costume.

just can't wait, activate the cheats for Spidey and change your look sooner (for more on finding cheats, see "Your Cheating Heart," p37).

There's also a hard-working battalion of third-party programmers cranking out hundreds of new skins for the biggest games. Want to go into battle as Anakin in

Jedi Knight II: Jedi Outcast (\$49.95, www.aspyr.com)? Head over to JediKnightII.net (www.jediknightii.net) and you'll locate hundreds of skins just waiting to be downloaded. Installing these new skins is a cinch—just download the skins files, which have a .pk3 extension, and stick them in a folder named *base* with the other .pk3 files.

If you're a dedicated fan of **The Sims** (\$44.95, www.aspyr.com), you'll find designers of clothing, furniture, walls, floors, and anything you can think of hard at work on Sims paraphernalia—just visit one of the many Sims fan sites. But first hit up Aspyr's site, which offers several bonus skins and objects, including new cat and dog breeds (for *The Sims Unleashed* expansion pack), a Pepsi machine, and new skins. Simply download and run the installers, and the new stuff will show up the next time you play.



Add a dash of James Bond style to *Jedi Knight II*.

Replace your lame Sims outfits with fancier duds.



THE
NEXT
LEVEL

Using objects and skins from fan sites is slightly more involved—but not much. Surf over to one of the gazillion Sims fan sites and download the objects of your desire. Some good sites include Sims 4 Mac (<http://sims4mac.com>), Around The Sims (<http://aroundthesims.online.fr>), 7 Deadly Sims (www.7deadlysims.com), The Sim Land (www.thesimland.com), and The Sims Resource (www.thesimsresource.com)—this last one charges a subscription rate of \$26.95 a year.

To get your new objects and skins into the game, place them in the appropriate folder—go to your Sims > GameData folder, and there you'll find folders called Floors, Skins, Objects, and so forth. Within the games, specific items may not be available when you view objects by subcategory, but you should see them when you look at entire categories. To find a floor lamp in Buy mode, for example, view all lamps, not just the floor lamps.

There's only one problem—and you can blame it on OS 9. Many objects and skins weigh in with long names, but The Sims (which came out three years ago just for OS 9) still adheres to the stupid 31-character limitation set by that OS (yep, even the Carbon version of The Sims). To get around this, download bangsplat's SkinShrinker (free, www.bangsplat.cc), which shortens the names so your game will recognize them.

If you're truly narcissistic, put your own face in the game. A New York outfit called CyberExtruder (www.cyberextruder.com) will work from 2D photos to turn you into a fully developed 3D model for \$4.95 (or as little as \$2 each if you order ten faces), letting you put yourself in games like Return to Castle Wolfenstein (\$39.95, www.aspyr.com), The Sims, and Unreal Tournament 2003 (\$49.95, www.wizworks.com/macsoft). Any Mac image comes with an easy installer that makes joining a game dirt-simple.

Don't have \$4.95 to spare? (Hey, that *is* practically the cost



Overcaffeinate your Sims with this Pepsi machine.

of a Starbucks Venti mocha.) You're in luck: CyberExtruder has cobbled together a whole rogue's gallery of well-known faces that you can use to test out the program. You can exploit George Bush, Mel Gibson, Einstein, Denzel Washington, Angelina Jolie, and a host of other famous faces.

At least your Sims can still boot up in OS 9—that is, if you buy them this Cube from 7 Deadly Sims.



MAPS

Entire new terrains, environments, and worlds for the exploring.

Just as skins change the appearance of your players, new maps give you fresh territory to explore or conquer. A map—the virtual arena in which your action takes place—may be a meandering collection of corridors in some castle dungeon, or a woodsy area with scattered houses, grassy trails, and lurking monsters.

As with skins, you can usually download maps for free. To start, drop in on MacGameFiles (www.macgamefiles.com) or MacUpdate (www.macupdate.com), both of which list Mac-compatible maps, mods, and skins. Later, when you know your way around and feel braver, you can go foraging through humongous PC-centric Web archives like GameSpy (www.gamespy.com) for even more Mac-compatible maps (plus skins and mods).

Download times will vary, of course. Some map packages, such as the 132K Green Island scenario for **Tropico** fans (\$39.95, www.wizworks.com/macsoft), are small and easy to grab. At the other extreme, **Rogue Spear** multiplayer (\$39.95, www.wizworks.com/macsoft) can download an 18MB Treasure Island map based on Alcatraz. Many games will have some kind of maps folder where you can stick new maps—but if not, read the instructions that (we hope) come with the downloaded file.

OK, so you're feeling a little more adventurous (or bored). Games like **WarCraft III** (\$49.95, www.blizzard.com) provide

The map editor included with WarCraft III may seem complex, but it's relatively simple to use.



editing tool sets on the game CD (you'll need Mac OS 10.1.3 or later to run it), which allow you to create your own maps with an assortment of palettes and tile sets. A palette is a panel teeming with items you can plant in a given area—these may be monsters, textures, heroes, trees, or buildings. A tile set usually offers items that go together—a forest tile set, for example, might include tiles of trees, rocks, stone ruins, and streams.

Completed WarCraft III maps go into a folder called Maps. When you're ready to try out your new masterpiece, press

Control-F9 to bring up a list of maps and select yours. If you're a gamer and not a cartographer or an *arteest*, then try out a map created by someone who is. Start at Blizzard Entertainment's official WarCraft III site (www.battle.net/war3/maps) and then hit up fan sites like The Unofficial WarCraft III Maps and Mods Site (<http://maps.warcraftiii.net>) and WarCraft.org (www.warcraft.org/w3m), which offer more than a thousand fresh maps. That's a lot o' new territory.

MODS

From simple tweaks to full-scale makeovers.

For a full game makeover, try a *mod*—short for modification or module. These gems can simply add a few new features or can perform a total transformation, including a complete change of rules, physics, weapons, enemies, and environment. Though you can usually download a mod for free, you still need a full retail version of the original game to make it work. (By the way, many gamers make a distinction between mods and modules—mods is a stronger word that implies a major change to a game.)

Here's a little piece of trivia: Mods got their start back in the early 1980s, when a couple of Smurf-hating suburban high-school kids hacked the Apple II version of 3D Castle Wolfenstein and developed a laugher called Castle Smurfenstein (www.evl.uic.edu/aej/smurf.html). Publishers quickly caught on. Game developers seldom provided help to amateurs in Smurfenstein's day, but now they routinely offer editing tools for their games.

A flood of fan sites offer thousands of mods. They come in all sizes and can take considerable time to download—in fact, here's your excuse to invest in DSL or cable. For example, the **Quake III** Fortress mod, which creates a more team-oriented experience on the Internet, measures a hefty 140MB. Or swallow hard and start downloading StrikeForce 1.80, an **Unreal Tournament** add-on, at 381MB. This mod contains 180 changes and fixes, including new OpenGL drivers, new reload sounds, slower firing for some weapons, faster firing

YOUR CHEATING HEART

Can't figure out how to get past that seemingly impossible level in the game du jour? Plenty of online help can keep you from banging your frustrated head against your Mac (ow!). If a game is baffling you, first try its official site for hints and strategies. If that doesn't help, look for a detailed walkthrough on sites like The Adrenaline Vault (www.avault.com), Universal Hint System (www.uhs-hints.com), and The Gamer Zone (www.gamerzone.com), to name just a few.

Or maybe you simply want to rip through monsters and villains without taking any damage. Looks like you need some cheats. Try CheatingPlanet (www.cheatingplanet.com), Cheat Code Central (www.cheatcc.com), or Cheatportal (www.cheatportal.com). Don't want to work anymore in **The Sims**? Just press Command-Control-Shift-C and type the word **rosebud** to get richer by 1,000 Simoleons. Want to go into third-person view in **No One Lives Forever** (\$49.99, www.macplay.com)? Press the T key, and then type **mpasscam**.

But before you enter that secret code, just make sure you can live with yourself. Yeah, we thought you could.

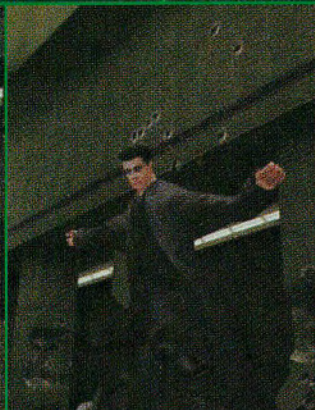
for others, and so on. If broadband isn't an option for you, some developers will burn a CD for a small fee (like \$2 to \$4).

Many mods are Mac ready, though you'll want to read summaries or check out a mod's FAQ to be sure. If you're feeling nervous, check with MacGameFiles or MacUpdate to make sure the mod's on the list. Be adventurous, though, and you can find even more Mac-ready mods hiding out there in PC land.

For example, MacSoft says many PC mods work with **Max Payne** (\$49.95, www.wizworks.com/macsoft). One of the coolest is True Matrix, which converts Payne's adventures into a version of *The Matrix*, complete with new weapons, characters, and even music from the film. Download it at Max Payne Headquarters (www.maxpayneheadquarters.com), and move the mod to the root level of your Max Payne folder. You may need to add the extension .mpm at the end of some



The True Matrix mod puts Max Payne in the world of *The Matrix*.



THE
NEXT
LEVEL



A crowd of adventurers prepares for cut-and-slash time in *Penultima ReRolled*, a new *Neverwinter Nights* sequel module.

Max mods to make them show up. To choose a mod in Max Payne, fire up the game and press Option-D. You'll see a Choose Customized Game option. Pick True Matrix or any other new Max Payne mod.

Then there's *Neverwinter Nights* (\$49.99, www.wizworks.com/macsoft), which comes with the Aurora tool set and three applications: NWN main, the application for single-player games; the NWN client, which allows you to go online and join games on NWN servers; and a NWN server for hosting your own games. You can use the tool set to write your own mods, or with the NWN client in place, you can pop over to Stratics (www.stratics.com) or Neverwinter Vault (www.nwv.com), where you can find more than 500 new multiplayer adventure modules.

Here's a little trick for gauging the coolest stuff: Check the number of downloads. Some of the most popular *Neverwinter Nights* add-ons come from a *Neverwinter* fanatic, Stefan Gagne, who has been creating mods for ten years and has made a humorous six-mod *Neverwinter Nights* campaign called *Penultima* (download from *Neverwinter Vault*). Try *Penultima 1: Pest Control*, which lands you in a mine beset by a tribe of goblins, or *Penultima 2: Dewey's Decal*, which puts you in a magical library. If you enjoy these early adventures, go for the entire *Penultima* package, including *Penultima ReRolled*, Gagne's new sequel campaign.

BioWare says that to install NWN modules, you place them

in your modules folder; if the downloads come with a HakPak file (which lets the module use new game content), copy it into the hak folder. To play a module, start a new game, then select Other Modules and pick the one you want. Since the game wasn't out at press time, we couldn't test whether this worked, but BioWare swears it's so.

EASTER EGGS

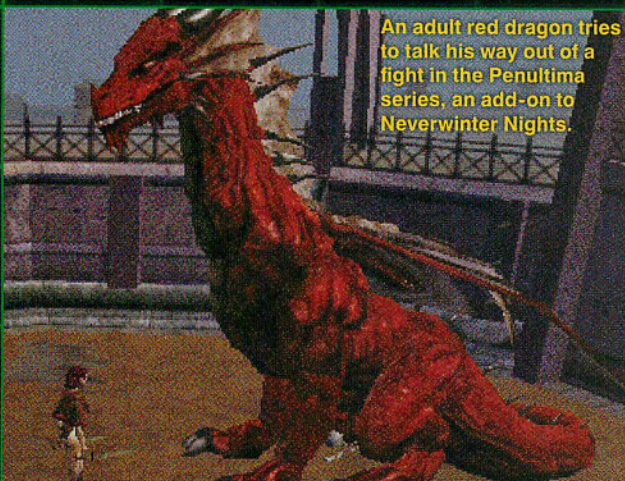
The unexpected gift at the bottom of your stocking.

An Easter egg is an amusing special event, hidden deep within a game or app, that will reveal itself only if you follow the correct steps. Such hidden tidbits seldom have any useful purpose beyond entertainment—um, kinda like games in general.

Diablo fans all know by now of the secret cow level in



Play *Dark Castle* on Christmas day, and you'll get into the eggnog-sipping mood.



An adult red dragon tries to talk his way out of a fight in the *Penultima* series, an add-on to *Neverwinter Nights*.

Diablo II: Lord of Destruction (\$29.95, www.blizzard.com).

First find Wirt's Leg in Tristram. Put it in the Horadric Cube with a Tome of Town Portal, and you open a new portal to Tristram. Only this time, instead of monsters, you'll encounter a mob of marauding warrior cows, walking upright on hind legs and crowding toward you with malicious intent, chanting their savage war cry of "Moo! Moo!"

Another classic egg comes in *Dark Castle* (\$24.95, www.deltatao.com). If you play on Christmas day, the opening scene replaces a giant statue in the entry hall with a Christmas tree. Unlike in normal life, you don't actually have to wait until Christmas to unveil your surprise—just reset your Mac's calendar, and the game won't be the wiser. Similarly, play *Black & White* (\$34.99, www.macplay.com) on April Fools' Day, and your monsters will leave smiley faces in the

dirt instead of their regular footprints.

For a truly complex egg, meet an army of armed rats in **Max Payne**. The rats are hidden early in the game in Part 1, Chapter 2. First, you must enable cheats—to do that, launch the game, then hold down Option-D. Click the image of Max in the first window that appears. Click the buttons for Developer Keys and Developer Mode. Once you're in the game, press F12 and type **getallweapons**. When you find a hole in the wall, throw a grenade through it. Keep going until you hear an explosion, then go up the stairs and wait. You'll soon be facing an army of rats. If you want another surprise, throw a Molotov cocktail at them.

Max has other eggs as well. In Part 1, Chapter 3, break down the door just before the toppling boiler. Go through the door and out a window. Follow a trail of blood on the ledge to another window. Inside, you'll see a dead man with a wooden stake in his back, and the name of his killer, Buffy, partially written in blood on the floor. You can collect goodies inside by breaking the window and entering.

We'd also like to drive a stake into the heart of an enduring myth: the secret "nude" code that would supposedly unlimber a fresh new look for Lara Croft in **Tomb Raider** (\$29.95 for the trilogy, www.aspyr.com). Sweaty-palmed teens have spent thousands of hours trying to hack Lara's secret codes so they could watch more than just her bouncing braids as she leaps from crag to crag. But they've

wasted their dedication. The nude code doesn't exist. Never has—give up, guys. But don't despair—you'll find tons of other hidden amusements at Egg Heaven 2000 (www.eggheaven2000.com) and The Easter Egg Archive (www.eeggs.com).



Play your cards right and see Max Payne beset by pistol-packing rats.



QUICK GUIDE

Some games inspire a huge outpouring of emotion on the Web. Here's where to go to get the goods on some of your favorite games.

If you're into Unreal Tournament 2003:

PlanetUnreal-UT 2003 (www.planetunreal.com/ut2003). News, files, and forums for Unreal Tournament 2003.

If you love Neverwinter Nights:

Neverwinter Nights Fan Sites Links (<http://nwn.bioware.com/links/viewcat.html?c=15>). An abundance of links to fan sites.

If you're a chick and you love Neverwinter Nights:

Ladies of Neverwinter (www.ladiesofneverwinter.com). A support community for women players of Neverwinter Nights.

If you're obsessed with Max Payne:

Deep Six (www.3dap.com/maxpayne). A strong fan site for Max Payne news, mods, and files.

If you can't stop playing The Sims:

Around The Sims (<http://aroundthesims.online.fr>). Downloadable objects, plus links to hundreds of fan sites.

If you love Tony Hawk:

PlanetTonyHawk (www.planettonyhawk.com). Cheats, moves, walkthroughs, and everything you need to get through Tony Hawk.

If you can't get enough of Jedi Knight II:

Jedi Outcast (www.jedi-outcast.com). Fan news, FAQs, and files for Jedi Knight II.

If you're into Ghost Recon:

Tom Clancy's Ghost Recon (www.ghostrecon.com/links.php). Links to tons of Ghost Recon stuff on the Web.

If you're looking for add-ons:

MacGameFiles (www.macgamefiles.com). You'll find a whole section on add-ons.

MacUpdate (www.macupdate.com). Tons of updaters for your favorite games, plus a few mods and skins.

Game Spy (www.gamespy.com). It's PC centric, but you can still find mods and skins that work on the Mac.

If you're looking for Easter eggs:

Egg Heaven 2000 (www.eggheaven2000.com). Tons of old-school and brand-new Easter eggs.

The Easter Egg Archive (www.eeggs.com). Lots of cool Easter eggs, including user ratings.

If you're experiencing bugs in your games:

The Patches Scrolls (www.patches-scrolls.de). Patches and updates for hundreds of Mac games.

If you want more info about a game:

Mac Game Database (www.gamedb.com). News, features, reviews, and forecasts for more than a thousand games.



John Lee, who reviews games for *MacAddict*, plays his games over and over until his entire household pleads for mercy.

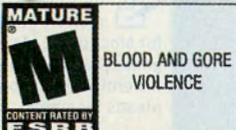


Unreal[®] TOURNAMENT 2003

THE TOURNAMENT RETURNS TO MACINTOSH THIS SPRING



www.macsoftgames.com



MacSoft

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Continuing this month's alien mother ship theme, we cued up some spacey theremin music and took the SpaceShuttle A/V controller (pictured below) for a spin. It made our video editing in Final Cut Express absolutely dreamy, and took some (not all) of the pain out of our iMovie experience. We also took the checkered flag in NASCAR Racing 2002 Season, forged our own font with FontLab, and kicked some evil-axis ass (old school) in World War II Online. Coming soon: When we get our grubby mitts on the elusive 17-inch PowerBook and 1.42GHz Power Mac, you can bet we'll kiss and tell.



MacAddict RATINGS

MacAddict RATED
●●●●●
AWESOME

You'll be blown away.

MacAddict RATED
●●●●○
GREAT

You'll be impressed.

MacAddict RATED
●●●●○
SOLID

You'll be satisfied.

MacAddict RATED
●●○○○
SO-SO

You'll be disappointed.

MacAddict RATED
●○○○○
LOUSY

You'll be pissed off.



Compatible with Mac OS X or later.



Compatible with Mac OS 9 or earlier.



If we were shopping for this type of product, this is the one we'd buy.

ThisMonth:

- 45 AirPort Extreme wireless network in a box
- 48 Cinema 4D 8 XL 3D-modeling and -animation software
- 42 Coolpix 3100 3.2-megapixel digital camera
- 51 extendAIR AirPort Extreme antennae
- 44 Final Cut Express 1.0.1 video-editing software
- 58 FontAgent Pro 1.1.2 font-management and -repair software
- 53 FontLab 4.5.1 font editor
- 59 Freestyle Speedball notebook riser
- 46 iLife multimedia suite
- 57 Momo Racing Wheel USB steering wheel
- 57 NASCAR Racing 2002 Season racing game
- 56 Spamfire Pro 1.3.2 antispam utility
- 51 SpaceShuttle A/V AV controller
- 56 Spell Catcher X 10.0.1 spelling checker
- 52 Storm 2 software music studio
- 59 StudioMouse Wireless wireless mouse
- 42 Stylus 300 Digital 3.2-megapixel digital camera
- 58 The Sims Unleashed Sims expansion pack
- 59 UFO USB and FireWire hub for iMac G4
- 50 VR Worx 2.1 QuickTime-VR authoring software
- 54 World War II Online massively multiplayer online game

PLUS:

TheHotList

60 The best of the best from recent reviews.



The Nikon Coolpix 3100 is the best point-and-shoot digicam we've seen yet.



PHOTOGRAPHY BY MARK MADEO

The Olympus Stylus 300 Digital's weak flash and weird controls didn't impress us.

Nikon Coolpix 3100 vs. Olympus Stylus 300 Digital

3.2-MEGAPIXEL DIGITAL CAMERAS

Like getting a trendy mod haircut at SuperCuts, today's digital cameras give you a lot more bang for your buck. The standard consumer-camera resolution these days is 3 megapixels, and the latest crop of point-and-shoots announced by almost every camera manufacturer falls mostly under the \$400 mark. The Olympus Stylus 300 Digital and Nikon Coolpix 3100 are two such cameras, and while they have similarities—petite bodies, 3.2 megapixels (2,048 by 1,536), 3x optical and 4x digital zoom, white balance and flash modes, movie mode, exposure compensation control, macro mode, self timer, and more—they also have plenty of differences, mainly in performance.

The Stylus 300 Digital stores pictures on a teeny xD-Picture Card (16MB included),

comes with a rechargeable lithium battery (with decent life) and charger, and features a durable all-weather body with minimal button controls. The other controls are housed in the Stylus's software interface. While this provides a cleaner exterior, we found the interface navigation somewhat clunky—you choose modes via a Ferris wheel-like display, while other camera settings and functions reside in the menu screen or activate via the buttons. We had a hard time remembering where each function was located.

The Coolpix 3100 uses CompactFlash Type 1 cards (16MB included), comes with a single-use battery (we grumble, but at least the included battery is a trooper, still showing signs of life after over 150 shots), and features a compact body that

feels good in the hand, thanks to the grip. Functions and settings are easy to access—the Coolpix has button controls on the body and a dial on top that lets you change modes. The well-laid-out menus allow you to find and set controls quickly. However, the LCD screen displayed some granular animation, which became more apparent when we were viewing in the shade rather than under the sun.

Both cameras are designed for those who don't want to fuss with settings to eke out the best images, and include a programmed mode for total autopilot snapping, as well as scene modes that provide optimal presets for different situations, like portraits, landscapes, and nighttime scenes.

When we pitted the two cameras

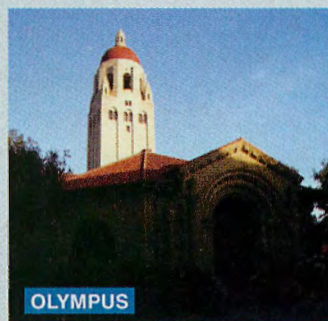


OLYMPUS

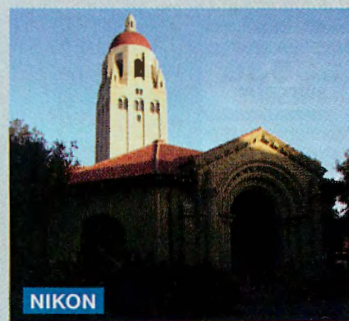


NIKON

MACRO MODE Both cameras handled macro mode situations well. However, when we set the white balances to Auto, the Olympus's sensor didn't always see white right.



OLYMPUS



NIKON

TRICKY EXPOSURE With both cameras set to their respective multipattern-segmented meters, the Olympus exposed the tower nicely but way underexposed the building. The Nikon slightly blew out the tower to give the building some exposure.

PHOTOGRAPHY BY KRIS FONG

against each other, the differences became apparent—the Nikon buried the Olympus, which was disappointing given our past warm-and-fuzzy experiences with Olympus cameras. We snapped the same compositions with identical auto settings on each camera, and then snapped the same scenes again using each camera's optimal settings for the situation. We then reviewed the resulting images' exposure, color fidelity, focus, and cleanliness (absence of noise or digital artifacts). Here's how they rolled with the punches.

Under sunny skies, the Coolpix produced better tonal depth than the Stylus, which often produced images with too much contrast, exposing brightness correctly while underexposing shadows. Luckily, with an image editor you can fix the unevenness. In overcast lighting, both cameras produced nice images with even exposure and good tonal range. We liked the Stylus's coloring better, even though its color reproduction was more saturated than the Coolpix's (a taste issue). We didn't experience any major focusing problems, though most images were on the soft side due to the JPEG compression (no uncompressed TIFF or RAW settings in these types of cameras). Again, you can easily fix color problems and sharpness issues with an image editor.

Not so fixable is digital noise, and the Stylus is one rowdy rebel. All of the Stylus's indoor shots displayed some artifacts, while the Coolpix shots were generally clean. Part of this may be attributed to the Stylus's anemic flash, which couldn't expose a subject even if it wore a trench coat. Outdoor shots were noticeably cleaner. We were pleasantly surprised that the Coolpix didn't produce the usual purple halos in backlit scenes that we've seen in other Nikon models.

Though we wanted to like the Stylus 300 Digital (we bought its film predecessor years ago), its performance was subpar when compared with that of the Coolpix 3100, a more impressive—and cheaper—camera.

—Kris Fong



OLYMPUS



NIKON

WHITE BALANCE This scene has two light sources: a large skylight and tungsten lamps. Set on Auto white balance, the Olympus favored the skylight, turning the tungsten illumination orange, while the Nikon balanced the two sources to produce a real-life reproduction. When we set the Olympus's white balance to Tungsten and snapped again, the image came out bluish-green.

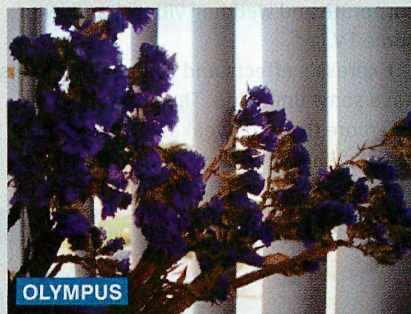


OLYMPUS



NIKON

COLOR FIDELITY We went back and forth on this one. The Olympus image is more vibrantly appealing, while the Nikon image looks washed out. The truth is, neither was dead accurate—the Olympus saturated the color while the Nikon toned it down in this composition. Overall, we preferred the Olympus's color richness to the Nikon's dimness, but we didn't always get precise colors on either camera.



OLYMPUS



NIKON

FLASH Hands down, when we asked for light, the Nikon shone (literally), while the Olympus failed to deliver. In low-light and fill-in situations, shedding light on our subjects with the Olympus's flash was futile. In this scene, it looks like the Olympus's flash didn't even fire (it did—we took this one three times to be sure).

PHOTOGRAPHY BY KRIS FONG



Nikon Coolpix 3100

COMPANY: Nikon
CONTACT: 800-645-6689,
www.nikonusa.com
PRICE: \$349

REQUIREMENTS: Power
Mac, Mac OS 9.x or 10.1.2 or
later, USB port

GOOD NEWS: Great exposure handling. Good color accuracy.
Intuitive navigation. Clean images.
BAD NEWS: Grainy LCD. Ships with disposable batteries.

MacAddict RATED
●●●●●
GREAT

Olympus Stylus 300 Digital

COMPANY: Olympus
CONTACT: 888-553-4448,
www.olympus.com
PRICE: \$399

REQUIREMENTS: Power Mac, Mac OS
8.6–9.x or later, USB port

GOOD NEWS: Rich color with accuracy in most situations.
Extreme portability. Comes with rechargeable battery.
BAD NEWS: Weak flash. Clumsy menu navigation.
Noisy images.

MacAddict RATED
●●●●●
SO-SO

Final Cut Express 1.0.1

VIDEO-EDITING SOFTWARE

Final Cut Pro has become the tool of choice for many video editors—provided you could scrape up a cool grand (\$999) to make it your own. But now, Apple's taken some of Final Cut's best features and spun them off into Final Cut Express, for the low, low onetime price of \$299. Shucks, that's chicken feed as far as video editors go, and the kicker is that Express isn't just a crippled, sad shell of its big sibling. This Express is the real deal: a first-rate editor, with only a few compromises.

In fact, it's easy to confuse Express and its Pro bro, because they sure look like twins. For starters, they share exactly the same interface and workflow, which lets you take raw video, audio, and still pics and

transitions as the Pro version, almost all the same video filters, all the same audio filters (which help minimize noise, add echoes, and so on), and most of Pro's color-correction skills (which fix poorly exposed video and minimize the green, blue, and orange color tints that stem from bad lighting).

Of course, Express didn't inherit all of Pro's fine genes, but many editors may not care. A key difference between the two is that Express converts any video you import into DV format, with DV's complimentary 5X compression. So you're out of luck if you want to work with uncompressed or HD video. (Note: DV is already the preferred format for many indie films, documentaries, corporate and wedding videos, and even some TV.)

Express's effects and compositing skills have some limits too. The program gives you more than 80 tweakable video filters to add blurs, change colors, apply mattes and color keys, and further futz imagery



Compositing images—including scaling, rotating, and repositioning them—is a click-and-drag affair in Final Cut Express.

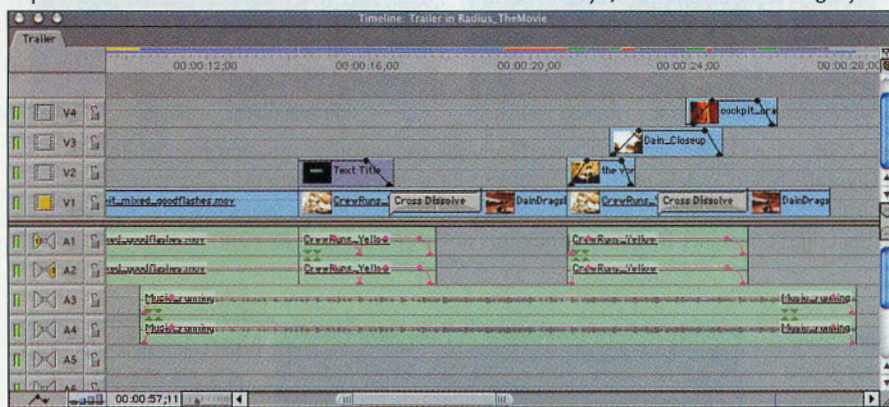
A first-rate editor, with only a few compromises.

weave them together into polished movies destined for videotape, the Internet, CD-ROM, or DVD. Both versions share the same power-user editing tools (ripples, rolls, slips, and slides), the ability to create up to 99 tracks for each video and audio clip, the same text-titling tools, and the option to record voice narrations with your movies. As far as effects go, Express includes the same 60 customizable

in crazy ways. The catch is that you can't apply keyframes to a video or audio filter to change its settings over time within a single clip. For instance, once you set up a Wind blur, you can't increase or decrease the blur over a few seconds. What you *can* change are motion effects—scale, rotation, image position, crop values, and opacity—but Express handles keyframes weirdly (you can't see the keyframes when you set them). End result: Express can do some fancy effects and compositing, but if that's your main focus, you'll want more control.

Some other minor hitches: When capturing video, you have to capture clips one at a time, instead of in a batch while you grab a latte (though there is a Start/Stop scene-detection trick, à la iMovie, that lets you capture a big chunk of video and quickly break it up into smaller clips). Also, Express has no media-consolidation feature for resaving a project with only the media your movie's final edit actually uses; manually dragging unused clips to the Trash worked for us.

But really, what do you expect for \$299? The high-end features that set Final Cut Pro above Express are lost on many editors—even on some pros. And if you're a video hobbyist who's ready to step up from iMovie, once you get your hands on this little app, you'll think you won the lottery. —Helmut Kobler



Express's Timeline is where you arrange your video and audio clips on multiple tracks, and set keyframes to fine-tune each clip's volume and opacity.



COMPANY: Apple Computer
CONTACT: 800-692-7753,
www.apple.com
PRICE: \$299

REQUIREMENTS: 300MHz G3 or
faster (500MHz G4 for real-time effects),
Mac OS 10.2 or later, 256MB RAM

GOOD NEWS: Tons of powerful editing and compositing features. Great price. Same interface as Final Cut Pro, so you can easily step up later.
BAD NEWS: No media management to consolidate finished movies. No online help. PDF manual has some confusing mistakes.

MacAddict RATED
GREAT



The AirPort Extreme Base Station looks like the old Station and works like it too.

AirPort Extreme

WIRELESS NETWORK IN A BOX

The debate continues: speed or convenience? AirPort Extreme Broadband and Modem Edition boasts faster speeds than old-style AirPort (54 Mbps vs. 11 Mbps), but only within an inconveniently short, 50-foot range (see "Extreme Wireless," p20)—not exactly the best of both worlds. That said, the Base Station's new ports, one for a USB printer

conditions (with cell phones and other potential sources of interference turned off), we got up to 30 Mbps at point-blank range (1 foot) and an average speed of 20 to 25 Mbps within AirPort Extreme's limited (claimed 50-foot) range. AirPort Extreme's saving grace here is that an AirPort Extreme-equipped Mac negotiates the signals seamlessly—we took ours strolling with nary a hiccup until its steadily decreasing signal dropped off entirely about 140 feet (outside) from our Base.

Another AirPort default is password security, which you can turn off or crank up to 128-bit encryption. If that's not enough, you can even throttle back AirPort's Transmitter Power when you don't feel like sharing the bandwidth with the Joneses next door. More security comes in the form of AirPort's built-in firewall (with port-mapping for Web-serving and such) and Access Control so you can regulate your kids' online activities. In true Apple style, it's all point-and-click easy.

We dig Extreme because it's cheaper and theoretically almost five times faster than regular AirPort. Even if 54 Mbps is still a pipe dream, brainless setup and 802.11b-compatibility spares AirPort Extreme our wrath.—*Niko Coucouvanis*

and one for an optional external range-extending antenna (see our extendAIR review on p51) are handy, and seamless backward compatibility with the 802.11b AirPort spec of old makes it very convenient.

Ease-of-use is still a non-issue—just plug the Base Station into an AC outlet and into your DSL or cable modem (or telephone jack for dial-up users). The default configuration spits out the Extreme 802.11g signal, as well as 802.11b for first-generation AirPort users (plug in an Ethernet hub to serve wired users); you can set the wireless signal for either 11g- or 11b-only compatibility. Evaluating AirPort Extreme in terms of raw speed and range requires a hefty dose of *actual mileage* may vary. Under ideal

COMPANY: Apple

CONTACT: 800-795-1000 or 408-996-1010, www.apple.com

PRICE: \$249 Base Station, \$99 AirPort Card (sold separately)

REQUIREMENTS: AirPort-equipped Mac, Mac OS 10.1.5 for Base Station configuration, Mac OS 10.2.3 for USB printing

GOOD NEWS: Supports old and new AirPort. Antennae port can extend range.

BAD NEWS: 802.11g ain't all that (yet). Card not included.

MacAddict RATED



SOLID



Who's looking at the files on your old computer?

— NEWS FLASH —

Associated Press
January 2003

"... simply deleting a file, or even following that up by emptying the 'trash' folder, does not necessarily make the information irretrievable."

Don't risk putting your computer files into the wrong hands.

Protect your email, financial figures, client correspondence, address book, student records, business plans, medical records, graphics, HR files, and more.

SuperScrubber permanently erases all the files and data from your hard drive or partition.

Make SuperScrubber a part of your personal and business security plans.

It's easy to use.
It's bargain priced.
It's the smart thing to do.

\$29.99

SuperScrubber
Erasing the Risk of Data Theft



Jiiva

www.SuperScrubber.com

iLife

MULTIMEDIA SUITE

We always suspected that Apple's little *i* stood for integration, and iLife is proof enough: four apps (iTunes, iPhoto, iMovie, and iDVD) rolled into one consumer-level multimedia powerhouse (no, we don't mean *prosumer*—this stuff is practically free). To mince Steve Jobs's words, iLife does for counterproductivity what Microsoft Office did for productivity (the Office oxymoron is Steve's, just go with it).

iDVD 3

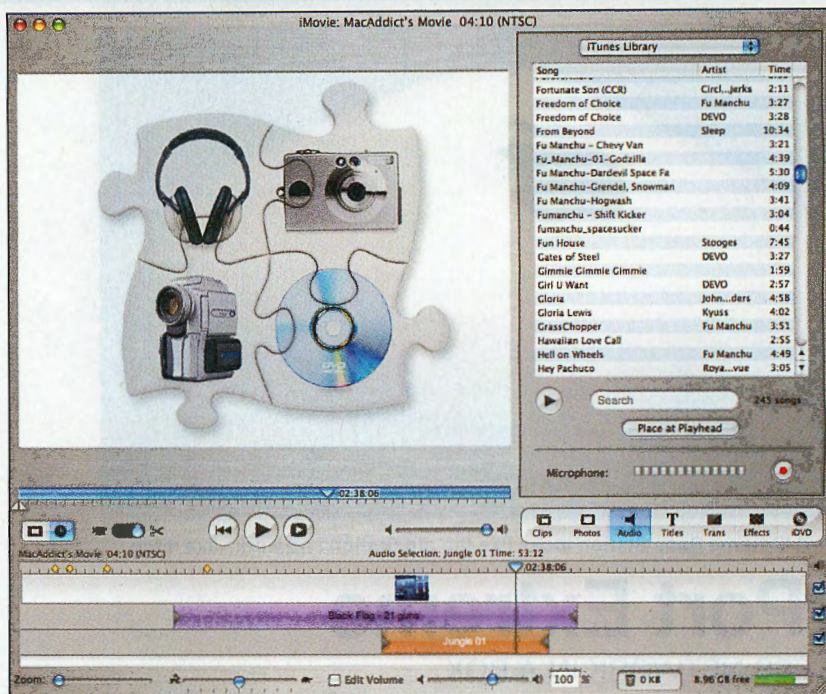
iDVD 3 is arguably the only reason to buy iLife—it's the only one of the four apps that you can't download for free. But can you even use it? The company line says yes, provided that you use it on a genuine Apple-installed SuperDrive—but the *Apple-installed* part might not be necessary (see "Support, Shmupport," below).

iDVD is where iLife integration really comes together. You can pick an iTunes song or playlist for background music, browse or search your iPhoto library, and of course use chapter markers generated in iMovie (or Final Cut). The integration falls a bit short in that you can't manipulate or create new playlists or photo libraries from within iDVD.

The 24 new iDVD Themes feature everything from racy to classy, and

Support, Shmupport

Apple insists that iDVD only works on factory-installed SuperDrives, but we beg to differ. Anecdotal evidence suggests that Pioneer's A05 drive might work if you situate everything *just so* when installing the drive in a Power Mac G4 (see "Supercharge Your Mac," April/03, p19). If you feel lucky, check out the drive-compatibility database at the Accelerate Your Mac site (<http://forums.xlr8yourmac.com/drivedb>), where tales of successful home SuperDrive installations abound. Just keep in mind that there are no guarantees; even if it works initially, future iDVD, Mac OS, or firmware updates could throw a monkey wrench into the whole setup.



With iLife, Apple boxed up the digital hub and put a price tag on it—a nice low one.

besides looking great, they're completely modifiable. You can tweak the position, font, size, and color of your titles and menus; swap background pictures and movies; make full-motion movie buttons; and set the audio soundtrack. iDVD 2's Themes are also available, and you can save your modifications as Favorites.

iMovie 3.0.1

If you heard that iMovie 3.0.1 is slow on iBooks (see "iMovie Madness," 47), you heard right. Welcome to the future. Even on a Dual 1.25GHz Power Mac, scene transitions and video effects take some time. Simple Radial, Fade, and Cross-Dissolve transitions take a few seconds apiece, but adding the Rain effect to a 7-minute clip took almost 2 hours on the mighty Power Mac. Shorter-run effects rendered much more quickly (on the dualie, that is—our iBook and even a 867MHz 12-inch PowerBook's G4 felt the strain of applying a trail of Fairy Dust). Don't worry, iMovie also has useful effects, such as

Brightness & Contrast and Adjust Color.

iMovie lets you work with one video track and two audio tracks. You can extract one audio track from a DV clip for basic sound-level editing. The other audio track is where you spice up the action with your iTunes music, a killer set of sound effects (the stereo jet fly-by is our favorite), and voice-over narration (don't use your Mac's built-in mic unless you want that low-budget, inaudible effect). And speaking of bad audio, make sure you edit the video clip and apply any transitions *before* extracting the audio, or you'll have to resync the audio and video later.

As cool as it is, iMovie can be infuriating. We regularly experienced 5-to-30-second delays when attempting to move the playhead, switch the app back to Clip view, or do anything much at all. Otherwise, iMovie does an excellent job of concealing the fact that it's still busily crunching through an effect—the only visible clue is a wee progress bar running across the clip in the timeline. iMovie really should

handle background processing more gracefully. Other randomly occurring problems include flashing the movie's opening clip after you apply an Effect or Transition, showing scaled-down or cropped previews in the main clip viewer, and minor

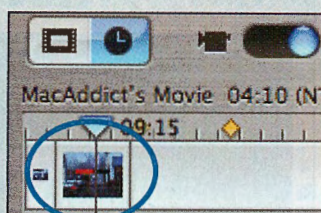


If you like the Dock's Poof, iDVD's will blow you away.

iMovie Madness

iMovie can be a bit, shall we say, temperamental. Here are a few of our time-honored tips for editing digital video—they'll probably solve your iMovie woes (heck, they can't make things any worse).

- 1. Defrag your hard drive.** Better yet, get a second hard drive to use exclusively for iMovie projects and files, and defragment it (or simply reinitialize or erase it) after every project. Editing video is one of the harshest things you can do to a drive.
- 2. Update.** iLife is happiest in OS 10.2.4. And don't forget to load QuickTime 6.1.
- 3. Buy more RAM.**
- 4. Step up to a prosumer video editor.**



See that little red line in the timeline viewer? That's iMovie's idea of a progress bar.

annoyances such as deleting the whole clip when we press the Delete key (in iMovie 2, that *trimmed* the clip).

iMovie does a pretty good job with titles. You can choose any of your Mac's active fonts, set the size and color to your liking, and pick from 34 effects (including Flying, Rolling, Scrolling, and Zooming). Some fonts, especially thin, elegant ones, don't look as good on DVD (and almost all fonts look crappy if you export your project as a QuickTime movie). Don't let iMovie's onboard preview discourage you, though—the fonts'll look much better on the final DVD.

Given its handy iTunes integration, way-cool sound effects, iDVD integration for burning, and most of all the outcome—home movies with slick transitions, titles, and effects (Ken Burns Effect panning and zooming segues, for crying out loud!), we'll tolerate iMovie's dodgy performance. But all the while we'll be saving our pennies for Final Cut Express (see our review on p44).

iPhoto 2

It won't put Adobe out of business any time soon, but iPhoto's new toolkit is exactly what Joe Megapixel needs. The new one-click color correction is rudimentary, but its effects are noticeable and welcome. We were satisfied (but not thrilled) with the red-eye remover (see "Red-Eye-O-Rama," below). Though the retouch brush is nothing short of magic on easy targets like zits and moles, it's not exactly a tool for finessing (nor is it a brush—it's a crosshair). Add seemingly unlimited undos, and you'll be looking good in no time.

Sharing is what iPhoto's all about, and you've got plenty of options integrated right into the Organize pane, from which you can easily send photos to your printer, email program, or desktop background; present them as a slide show on a Mac or on your .Mac home page; order Kodak prints or a coffee-table photo book from Apple; or burn a DVD or CD—all with just a click or two. And yes, you can crop and resize photos—you can even force

compliance with popular aspect ratios, including the standard photo-print sizes (8 by 10, 5 by 7, and so forth) and 4 by 3 for DVD.

Where integration falls short is in making custom iTunes playlists from within iPhoto or playing songs randomly from a playlist or library—you can't. And speaking of random, we want to know why iPhoto's slide shows don't handle random play as smartly as iTunes randomizes playlist playback—we saw too many repeats before some slides showed up at all. And our dream library would have subfolders (albumettes) within the photo albums. Regardless, for sharing and archiving digital photos, as well as fixing their most common flaws, iPhoto is superb.

iTunes 3.0.1

iTunes started the whole iApp craze back in 1999 after Apple obtained its original SoundJam incarnation from Casady & Greene. Rightfully so, then, iTunes is the



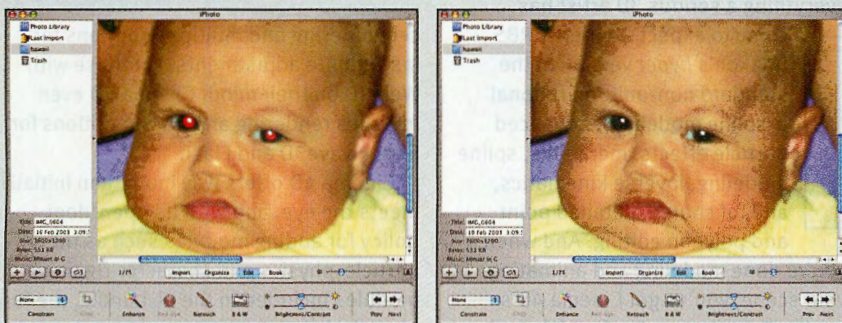
Don't tell the other iApps, but iTunes is still our favorite of the bunch.

most mature and polished of the iLife bunch. We'd venture to call it the best MP3-jukebox software there is—we'd be fools not to, considering its awesome visuals, iPod integration, smart playlists, built-in Internet Radio tuner...frankly, we don't have a bad thing to say about iTunes.

iLife is awesome if you get it free with a new Mac (doubly so considering the better performance you'll get on fast new hardware). And it's great if you have an Apple-installed SuperDrive (iDVD 3 is easily worth the \$49), but it's not worth buying if you can't use iDVD since all of the other pieces—iPhoto 2, iMovie 3, and iTunes 3—are free for the download. So we'll compromise and call it solid because it all works, and works together exceptionally well.—Niko Coucouvanis

Red-Eye-O-Rama

iPhoto's new red-eye corrector does a great job on all but the reddest red-eye—it is.



Red-eye doesn't stand a chance against iPhoto.

COMPANY: Apple
CONTACT: 800-795-1000 or 408-996-1010, www.apple.com
PRICE: \$49 or free with a new Mac

REQUIREMENTS: G3, Mac OS 10.1.5, 256MB RAM, 250MB disk space (2GB disk space and SuperDrive required for iDVD)

GOOD NEWS: Slickly integrated, (mostly) mature consumer apps. Three of the four apps are free downloads.
BAD NEWS: iDVD still not supported on third-party burners. iMovie can be slow and schizophrenic. System requirements are understated.

MacAddict RATED

SOLID

Cinema 4D 8 XL

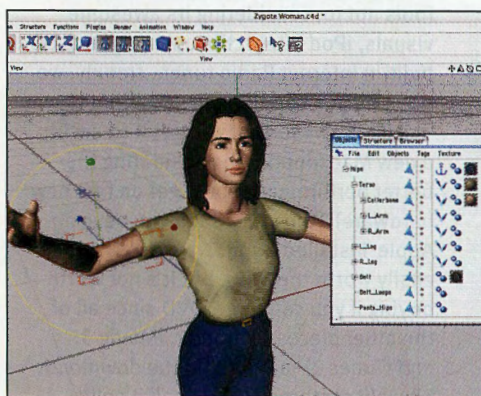
3D MODELING AND ANIMATION

As any 3D artist can tell you, there is no magic solution for creating great 3D models and animations. And no matter how much cash you lay out for one of today's leading software packages, it's not going to do the work for you. Keeping this in mind, the best kind of 3D software would have to make the learning process fun and include tons of great features to play with. It would also boast a highly organized interface that would let you explore all aspects of the software while still focusing your attention on the task at hand. Enter Maxon's Cinema 4D 8 XL, a seriously full-featured 3D software package that adds higher-end modeling, animation, visual effects, and

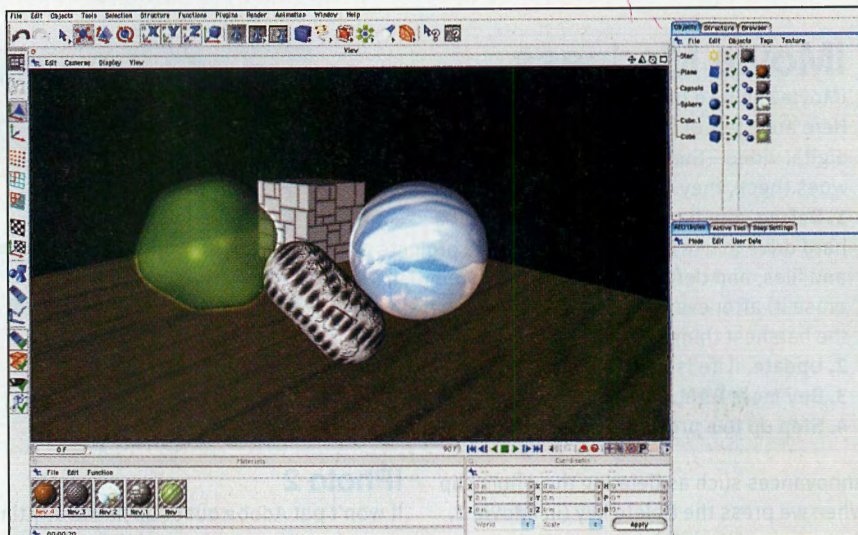
Cinema is a seriously full-featured package.

rendering tools to the already pro-caliber Cinema 4D app. And best of all, Cinema 4D's sophisticated and innovative interface makes learning this software a surprisingly enjoyable process.

How? Cinema 4D blends into one highly flexible interface that shifts focus on demand and consistently gives users exactly the right tools at the right time. And it doesn't stop



You can easily organize complex model structures with the Object Manager panel.



Cinema 4D makes applying professional texture and rendering effects such as transparencies, reflections, and bump mapping a snap.

there: Cinema 4D's modular architecture lets you further customize the interface by dragging and docking tool panels in different positions.

But what really helps you keep projects organized is the Object Manager panel. With this handy tool, you keep all your models, deformations, textures, and parent-child relationships together in an easily navigable, icon-based tree structure. One quick glance gives you an immediate overview of what is going on in the 3D scene. The Object Manager also lets you use drag-and-drop modifying features such as bend effects and bones directly on model icons without having to navigate through the 3D space of the main Viewport.

Of course, the greatest user interface in the world won't make up for a subpar collection of tools. Fortunately, Cinema 4D is equipped with a better-than-average collection of modeling, texturing, and animation tools. It includes everything a serious 3D artist has

come to expect—HyperNURBS (Maxon's *hyper* version of the standard non-uniform rational b-spline modeling), advanced particle effects, metaballs, spline modeling, inverse kinematics, and, of course, detailed point and polygon editing. And when you're done modeling and animating your scene, you've got Cinema 4D's proven Raytrace engine for high-end rendering, as well as Cartoon Mode for

Big-Buck Bundle

Cinema 4D 8 proper sells for only \$595 and has enough features to get you seriously hooked. Buying the XL bundle's modules piecemeal would add \$1,875 to that price:

MOCCA (Motion Capturing and Character Animation) For cartoons and non-photo-realistic projects (\$395).

Advanced Renderer Enhances 4D's already good renderer with radiosity rendering, surface and volume caustics, highlights, glow, and enhanced depth-of-field features (\$495).

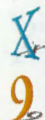
Thinking Particles Makes particles and particle streams interact with each other and the environment (\$395).

PyroCluster Adds realistic volumetric effects like smoke and fire (\$295).

Net Render Splits the rendering work across three computers (\$295).

cel rendering and multipass options for last-minute adjustments. For those with Web 3D on their mind, Cinema 4D even includes rendering and output options for Shockwave3D and Flash.

Cinema 4D offers way more than initially meets the eye, and with its open-door policy for adding modules such as the particle-physics and character-rigging modules included in the XL bundle, the fun of exploring more-advanced features never has to end.—Patrick Baggatta



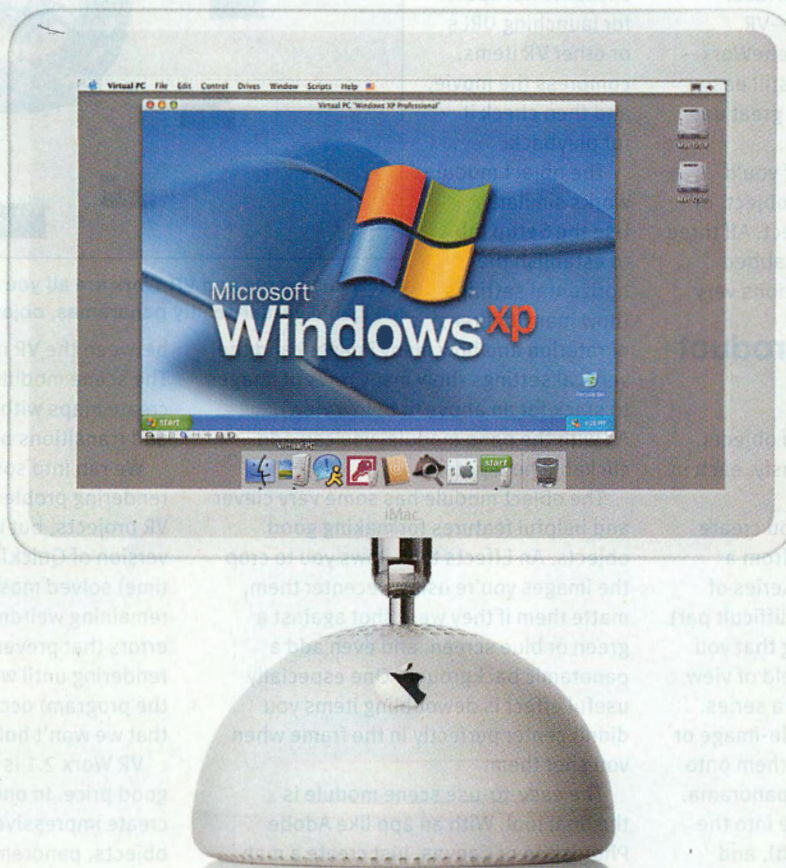
COMPANY: Maxon
CONTACT: 877-226-4628,
www.cinema4d.com
PRICE: \$1,695

REQUIREMENTS: Power Mac, Mac OS 9 or later, 128MB RAM (512MB recommended)

GOOD NEWS: Tons of great features. Pro-level rendering. Awesome user interface.
BAD NEWS: No significant bad news—if the \$1,695 price tag doesn't knock you for a loop.

MacAddict RATED
AWESOME

They say you have to run Windows®. (No one said you had to do it on a PC.)



Work the way you want to with Virtual PC for Mac.

You love your Mac. So do we. That's why we're working so hard to keep one on your desk. Simply install Virtual PC™ 6 and you can run Windows applications, access PC networks, share files with PC-based colleagues and use PC-only Internet services. We've also added some very cool new features like the Dock Start Menu that lets you launch PC applications right from the Mac OS X Dock! For more information, please visit www.connectix.com/index_mac

Connectix Virtual PC uses genuine Windows® Operating Systems

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VR Worx 2.1

QUICKTIME-VR AUTHORIZING SOFTWARE

The last time we sussed out the tools that make up VR Worx (Jul/99, p70), we found an easy-to-use trio with a robust feature set and a great user interface. Four years later, the same tools—VR ObjectWorx, PanoWorx, and SceneWorx—have merged into VR Worx; it's still easy to use and feature rich, and the great user interface is even better in OS X.

Upon launch, VR Worx asks if you'd like to create a new panorama, object, or scene, or open an existing project. All three project types share a common tabbed interface that presents your options very

VR Worx is a great product at a good price.

sensibly, and you can work with objects, panos, and scenes simultaneously, each in its own self-contained window.

The panorama module lets you create 360-degree (horizontal) views from a single large-format image or a series of overlapping images. The most difficult part of using this module is ensuring that you have the right focal length or field of view for your images if you are using a series. You can acquire images by single-image or batch import, or drag and drop them onto a visual representation of your panorama.



Then you move into the next tab (Stitch), and click the Stitch button to autoassemble your

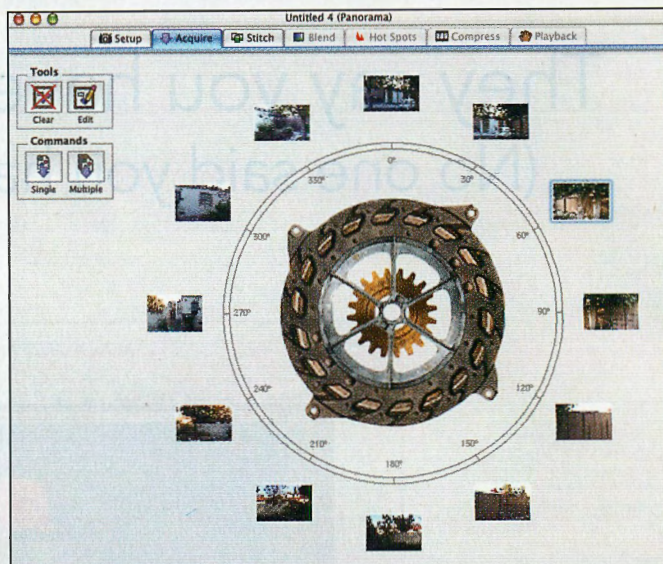
pano. Additional tabs let you fine-tune the seams, add clickable hot spots for launching URLs or other VR items, compress the movie, and then check it for playback.

The object module works similarly. Use the Setup tab to establish the horizontal settings (how many degrees

of rotation and how many images) and the vertical settings (how many rows of images to stack for an above or below view). As with the pano module, you can add clickable hot spots.

The object module has some very clever and helpful features for making good objects. An Effects tab allows you to crop the images you're using, recenter them, matte them if they were shot against a green or blue screen, and even add a panoramic background. One especially useful effect is dewobbling items you didn't center perfectly in the frame when you shot them.

The easy-to-use scene module is the final tool. With an app like Adobe Photoshop or Canvas, just create a map of VR nodes (objects or panoramas), load the VRs you've created, create the links



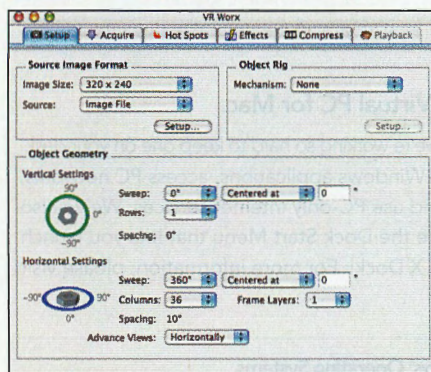
A few snapshots and VR Worx are all you need to easily create navigable virtual-reality panoramas, objects, and scenes.

between the VR nodes, and you're done! The scene module also allows you to create maps within the app, as well as add transitions between nodes.

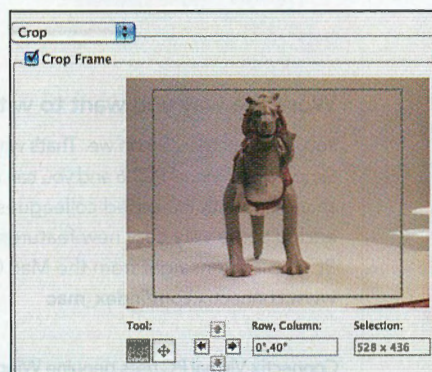
We ran into some error messages and rendering problems while exporting our VR projects, but upgrading to the latest version of QuickTime (6.1 as of press time) solved most of our problems. Any remaining weirdness (for example, -2022 errors that prevented a project from rendering until we quit and relaunched the program) occurred rarely enough so that we won't hold it against VR Worx.

VR Worx 2.1 is a great product at a good price. In one app you can easily create impressive, interactive VR objects, panoramas, and scenes—and the whole process is deceptively simple.

—Rick Sanchez



First, map out the object so you'll know what photo angles you need to shoot...



...then crop, matte, or dewobble your VR objects before compressing the final QTVR.

VR Output

VR Worx outputs three basic types of VR documents: objects, panoramas, and scenes. A *VR object* is a 360-degree view of an item, usually built from a series of pictures taken of the object as it rotates on a turntable. A *VR panorama* is an up-to-360-degree view of a room or location, generally created from a series of pictures taken by a camera as it rotates on a tripod. A *VR scene* is a collection of VR panoramas or objects that serves as a user-navigable map.



COMPANY: VR Toolbox
CONTACT: 877-878-6657 or 412-767-4947,
www.vrtoolbox.com
PRICE: \$299, \$39 (upgrade from VR Worx 2.0)

REQUIREMENTS: Power Mac,
Mac OS 10.1 or later, QuickTime

GOOD NEWS: All-in-one virtual-reality suite.

Very easy to use. Great user interface.

BAD NEWS: A fair number of QuickTime-related errors.

MacAddict RATED



GREAT

SpaceShuttle A/V

AV CONTROLLER

Contour's popular AV multimedia controller, ShuttlePro (Reviews, May/01, p61), now has a baby sibling, and its name is SpaceShuttle A/V.

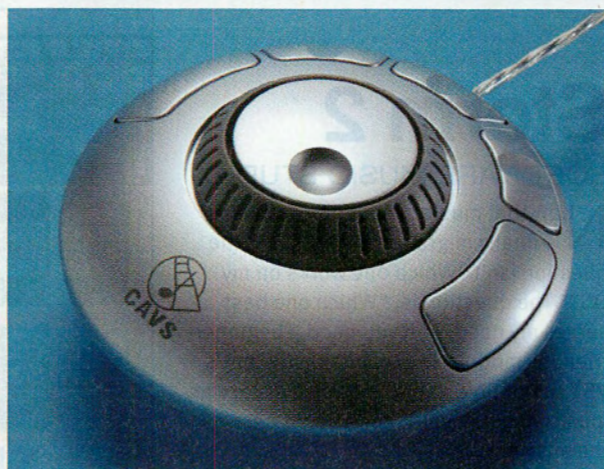
Functionally, the consumer-priced SpaceShuttle A/V feels just as professional as the ShuttlePro; its smooth, solid jog

The SpaceShuttle A/V lets you scrub through footage quickly and precisely.

and shuttle controls let you scrub through audio and video footage quickly and precisely. It has five programmable buttons (that's eight less than the Pro); as with most programmable input devices, you can use these to dial in and save your own

application-specific settings.

In use, the SpaceShuttle A/V worked flawlessly in a variety of applications, including Apple's iMovie and Final Cut Pro and Emagic's Logic Audio Platinum. If the SpaceShuttle A/V has a flaw, it's the circular design—unlike the Pro version, this device gives you no place to rest the heel of your hand. Doing so might not be ergonomically correct, but it keeps the lightweight device firmly planted on the work surface. The SpaceShuttle A/V does have grip pads on its underside; however, depending on



PHOTOGRAPH BY MARK MADEO

Shuttling through audio and video clips is so much better than mousing or arrow-keying through them.

what surface you place it on, it may shift when you're using the shuttle ring. This is a minor issue, though, and will probably only present itself in rare circumstances. Otherwise, the SpaceShuttle A/V rocks. —Andrew Tokuda

COMPANY: Contour A/V Solutions
CONTACT: 866-894-1127, www.contouravs.com
PRICE: \$49.99

REQUIREMENTS: USB-equipped Mac, Mac OS 10.1 or later

GOOD NEWS: Works just as smoothly as the Pro version.
BAD NEWS: Awkward to use on some desktop surfaces.

MacAddict RATED
★★★★★
GREAT



extendAIR

AIRPORT EXTREME ANTENNAE

Life's tough when you're short: It's true on the basketball court, and it's true on a wireless network. We appreciate the evolutionary step taken by Apple's new AirPort Extreme (see our review on p45),

extendAIR is a leap forward in wireless convenience.

but Dr. Bott's performance-enhancing supplement, extendAIR, is an even greater leap forward in wireless convenience.

Assuming a typical home setup (750-Kbps broadband Internet connection, occasional LAN games, and no extreme file sharing) even old-style AirPort's 11 Mbps is plenty fast (750 Kbps = .75 Mbps). AirPort has always needed a greater range because more range equals more convenience. extendAIR is currently the only way to

boost AirPort's range. If you're looking for a speed boost, keep looking; extendAIR does stretch AirPort Extreme's faster signal, but proportionally, most of the added range is governed by the old AirPort's speed limit.

There are two extendAIR models: Direct, which amplifies the signal out across a 70-degree arc, and Omni, which boosts the signal omnidirectionally. Both models have a six-foot cord and screw-holes on the base for wall mounting, and both are designed to sit happily on a desk or table where you can reposition them at will. The Direct version, being directional, incorporates a ball-jointed neck so you can swivel the business end every which way to aim the signal.

Like most of us, extendAIR doesn't meet its potential—the claimed *optimal* performance is 500 feet (Direct) and 250 feet (Omni)—but both models extended

Dr. Bott's antennae make Apple's AirPort Extreme more extreme.



PHOTOGRAPH BY MARK MADEO

our AirPort range significantly. The Direct model more than doubled our range, and Omni increased our range by between fifteen and fifty percent—totaling about 400 feet and 150 to 200 feet, respectively. Like AirPort itself, extendAIR's performance depends heavily on environment and line-of-sight clarity.

Bottom line: extendAIR gets us that much farther from the desk (and closer to that shady tree), and that's what it's all about. —Niko Coucouvanis

COMPANY: Dr. Bott
CONTACT: 503-582-9944 or 877-611-2688, www.drbot.com
PRICE: \$149.95 (Direct), \$99.95 (Omni)

REQUIREMENTS: AirPort Extreme Base Station Broadband & Modem Edition

GOOD NEWS: Makes AirPort Extreme more extreme.
BAD NEWS: Doesn't make it much more extreme.

MacAddict RATED
★★★★★
GREAT

Storm 2

SOFTWARE MUSIC STUDIO

Now that music-production software is finally migrating to Mac OS X, the question isn't "Which one works on my OS?" The question is, "Which one best serves my needs?" If you need a beginner-friendly, modularly expandable rig that's VST compatible and won't make a starving musician out of you, Storm could be the answer.

Storm comes preloaded with five different synths, five drum machines, two sampling modules, ten effects, a simple

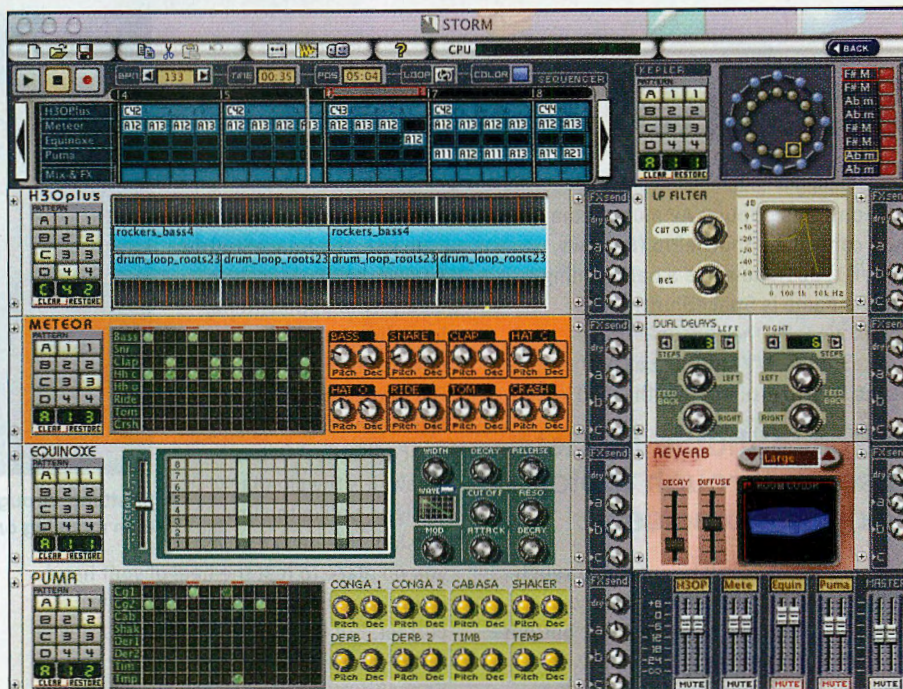
Have big fun and get quick results making electronic music.

sequencer, and a funky (though not very realistic) vinyl-scratching emulator. Why so many different synths and drum machines? Choice. Instead of fewer module types with greater sonic flexibility, Storm lets you plug in different synths and drum machines that specialize in certain sounds. For instance, the Arsenic module is a monophonic synth with a resonant filter for dialing up squelchy acid lines; the Bass 52 module specializes in bass lines; while the Equinox and Orpheus synths are polyphonic, meaning you can play more than one note at a time to throw down chords.

Speaking of chords, the Shadow synth generates chord sequences and has a cool x-y controller for additional performance mutation. An additional module called Kepler



Load up Storm's Scratch module and let the virtual vinyl sing.



Storm lets you mix and match instrument and effect modules to create your dream audio setup.

doesn't make any sound, but acts as a key-change modulator. You can have it change the key twice every measure for up to a total of eight key-change steps.

The drum machines operate pretty much the same as the other modules. Each has eight sampled sounds with individual pitch and decay settings, 64 patterns, and the usual old-school 16-step sequencer for programming. Where they differ is in the sounds they offer. Hork (we're not making these names up) has acoustic drum sounds, while Meteor drops the beats as electronic percussion. Tsunami is unique in that it offers a full-on drum synth with four oscillators and noise generators. We used it to create our own electronic kit; it's great for programming classic beatbox

sounds. The drag with the sample-based kits is that you can't load other samples into them. This makes for additional processor load if you want to, say, combine an electro kick with an acoustic snare, because you have to run two modules to pull it off instead of

just loading the sounds you want into a single kit.

Unlike many software so-called samplers, Storm actually lets you record audio and tweak it in very cool ways. EZTrack is a nice basic digital-audio recorder and editor that lets you cut up your recorded audio and rearrange it to create new breaks, which you can then drag over to H3Oplus. H3Oplus is a sweet four-track digital-audio sequencer module that can handle everything from individual hits to complete phrases and loops. You can even time-stretch loops to match a set tempo, or pitch-transpose them to match a certain key. You can base the pitch transposition on the Kepler module's output, taking a lot of work out of matching up the loop's key with the synths'—technically speaking, it's hella bitchin'. Plus it makes Storm's simultaneous limit of four instrument modules and three effects less restrictive.

Arturia's Web site hosts an online community for Storm users where you can get additional free modules, lots of help if you need it, and a place to share your creations with other Storm jocks. So who would want Storm? Anyone who wants to have big fun and get quick results making electronic music—and who doesn't?

—Kent Carmical

COMPANY: Arturia
CONTACT: www.arturia.com
PRICE: \$149

REQUIREMENTS: 400MHz G3, 128MB RAM, Mac OS 9.x or 10.1.4 or later (500MHz G3, 192MB RAM for OS X)

GOOD NEWS: Mac OS X support. VST capabilities. Supereasy to use. Nice price.
BAD NEWS: Hoovers up processing power. No redo function.

MacAddict RATED
GREAT



FontLab 4.5.1

FONT EDITOR

Type designers and font geeks, your renaissance is here. No more dealing with six-year-old programs (not to mention booting into Classic) just to forge a font. FontLab 4.5.1 is here, and it was worth the wait. To be perfectly honest, we were ready to wholeheartedly embrace FontLab even if it sucked a little, but happily, it sucks not a bit. Aside from the lack of a printed manual (which would have been handy, given how much we had to refer to the PDF), FontLab performed admirably and with clarity throughout our fledgling type-design process.

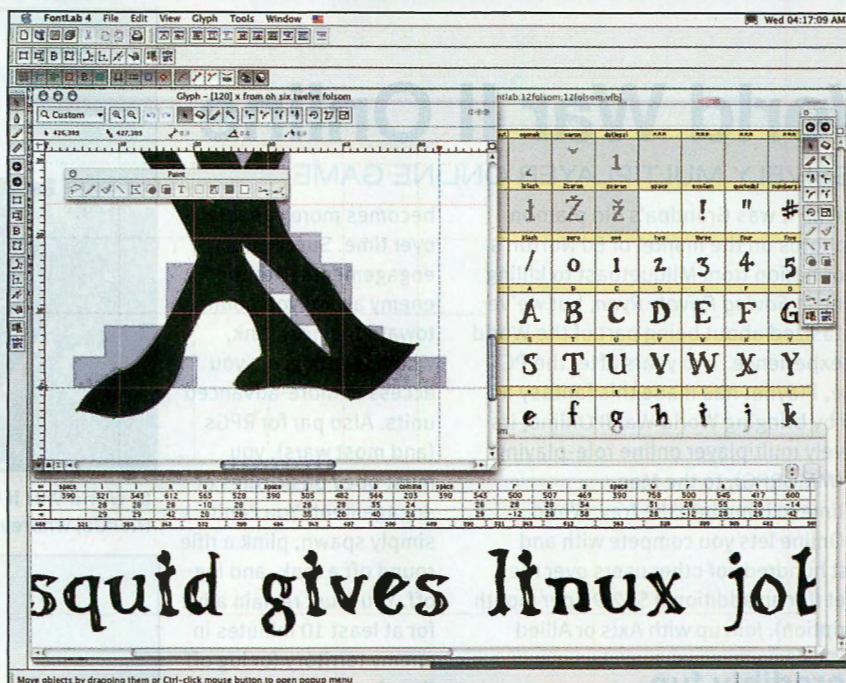
You have three main windows to keep track of: Font, Glyph, and Metrics. The Font window represents an overview of the active typeface, and allows quick access to specific glyphs. The Glyph window is where all you would-be Goudys and Spiekermans compose, tweak, and repair specific letterforms. The Metrics window shows your letterforms in context,

Font geeks, your renaissance is here.

and allows you to fine-tune your spacing for both individual glyphs and custom kerning pairs. In addition to the windows, there are innumerable toolbars and menus for hinting, customizing, font generation, and so forth. It is a lot to take in but seems very sensible after a little while.

FontLab is lightweight and responsive. This version is no afterthought; the time spent developing it for Mac OS X shows. Instead of making us use a proprietary and/or platform-specific scripting language for FontLab's script-driven, automation needs, the app uses the Python scripting language behind the scenes to record your scripts. But don't fret—you still edit and export

scripts through FontLab's interface, so it's easy to produce a script without ever looking at any actual



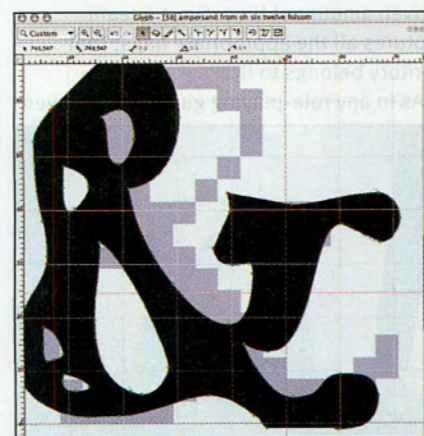
You kids have it so easy these days. In the old country we had to cut our type by hand, and they didn't come in all these fancy sizes, neither.

Python code (although as with anything, it's a good idea to peruse the instructions). One consequence of using an open-source project like Python is that while help is often just a Google-search away, using it can be an exercise in patience. FontLab suggests using none but version 2.2.1 of Python, which is available as a free 13MB download (check out www.fontlab.com/html/python.html for the latest download link and instructions). We had to do a little convincing to get Python installed and working properly, but it was hardly rocket science. FontLab includes a few scripts, and you can download forthcoming ones from a section on the FontLab Web site, but the selection was a little sparse as of this writing. We should mention that FontLab works perfectly well without Python, so you might not miss it.

At 716 pages, the manual is a bit hefty to print out and thumb through (at present FontLab is only available via download from FontLab's Web site, where you can also order a printed manual for \$39.95), but the text is well written and comprehensive. In addition to program-specific features, it covers general digital typographic formats, providing much-needed supplementary information.

Getting used to FontLab's interface

was pretty daunting, mostly because it's different from most other drawing or painting applications. After taming its toolbars and learning from our mistakes, we were able to generate a typeface in about a day from start to finish—*finished* meaning barely usable, of course. Even with a stellar tool like FontLab, it can take type designers months to make a font suitable for commercial use. But if you make a living from your types, you already knew that—and you've probably already got FontLab.—Paul Yoon



If you know a pangram from an ampersand, FontLab is right up your alley...er, galley...er, gutter.



COMPANY: FontLab

CONTACT: 877-366-8522, www.fontlab.com

PRICE: \$549 \$199 (upgrade from FontLab 3.x or Fontographer)

REQUIREMENTS: Power Mac, 32MB RAM (64MB RAM recommended for opening larger fonts), Mac OS 9.1 or 10.1 or later

GOOD NEWS: Polished and sensible app. Actively maintained.

BAD NEWS: Intimidating and overwhelming app. Fosters (or worsens existing) obsessive-compulsive disorder.

MacAddict RATED
AWESOME

World War II Online

MASSIVELY MULTIPLAYER ONLINE GAME

Maybe it was Grandpa's old platoon photos on the mantel or Ed Norton's transformation from Milquetoast to killing machine in *Saving Private Ryan*, but we've all fantasized about being part of the World War II experience. Two years after the PC release, Playnet has made this fantasy a reality by bringing World War II Online, its massively multiplayer online role-playing game (MMORPG), to the Mac.

It's time to jump into the fray. World War II Online lets you compete with and against hundreds of other users over the Internet (for an additional \$12.99 per month subscription). Join up with Axis or Allied

forces, and you're free to make trouble on an enormous, highly-detailed map of Europe. In addition to standard infantry units, World War II Online offers a wide selection of vehicles, each with its own traits: Panzers, Spitfires, boats, bombers—they're all there. Log in, select an infantry unit or vehicle, and you're good to go.

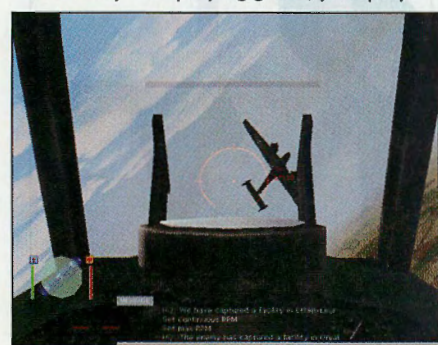
An incredibly fun, immersive title.

The key to World War II Online lies within the towns, airports, and military bases. In what's essentially an extended match of capture the flag, teams must seize various capture points by holding a location for a given amount of time. Once a team captures all the appropriate flags, that territory belongs to it.

As in any role-playing game, your player becomes more capable over time. Successful engagements with the enemy award you points toward the next rank, which in turn gives you access to more-advanced units. Also par for RPGs (and most wars), you must obey basic rules of engagement: You can't simply spawn, plink a rifle round off a tank, and log off. You must remain alive for at least 10 minutes in enemy territory (or log off there) to get points.

Playnet worked to create an immersive environment, and it shows. Second-to-none sound features create an adrenaline-pumping world in which the hiss of nearby shots, swoop of strafing fighters, and boom of artillery make you quake in your boots. Enhancements like hills around towns and bases provide nice strategic variables in capturing and using optimal terrain.

As with any MMORPG, quality gameplay depends on the server. While lag is generally minimal, there are times when it rears its ugly head. Infantry units will see the worst of this when the frame rate drops and the action slows to a crawl.



Who says RPGs are boring? Not us, when we're dogfighting at 20,000 feet.

The graphics engine could also stand improvement: The landscape alternates between exceptional and blocky while you're in flight mode, as the game fills in missing patches of approaching land with generic white squares.

We were surprised to discover that you almost need a joystick to operate the vehicles correctly. Mapping the keyboard keys works in a pinch but doesn't provide anywhere near the accuracy we got with a stick. Granted, it never hurts to have a

joystick around, but if you don't own one already, the additional \$35 price tag may sting a bit.



In World War II Online, your platoon mates are your best friends, wherever they may be in the world.



Caution: If you go one-on-one with a tank, you'll probably end up dead and have to reenlist as a new player.

Even though a few stability, USB-connection, and graphical issues still need ironing out, World War II Online is an incredibly fun, immersive title. If you want an immersive world of action and strategic teamwork with (and against) potentially limitless opposition, this is your game.

—Chris Barylick

COMPANY: Playnet
CONTACT: 514-844-3040, www.playnet.com
PRICE: \$39.99, \$12.99 monthly subscription fee for online play

REQUIREMENTS: 800MHz
G4, Mac OS 10.1 or later, 64MB
video card, 1GB disk space

GOOD NEWS: Great strategic elements. Immersive environments. Team-based gameplay.
BAD NEWS: Somewhat clunky first-person movement. Graphics engine needs work for some vehicle modes.

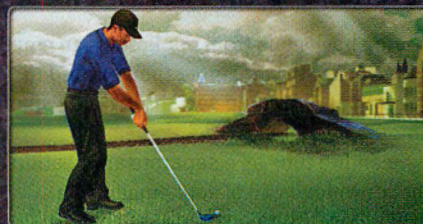
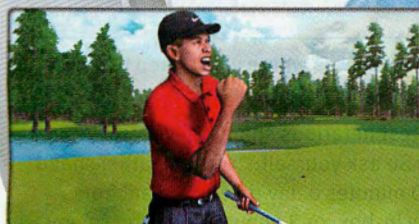
MacAddict RATED

SOLID

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Spell Catcher X 10.0.1

SPELLING CHECKER

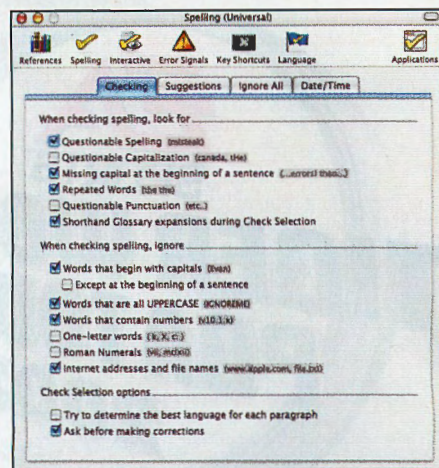
Stand-alone spelling checkers are a tough sell these days, for the simple reason that most modern apps already have the service built in. Email programs such as Apple Mail and Microsoft Entourage, any word processor (Apple's humble TextEdit offers check-as-you-type spelling advice), and heck, even graphics apps like Photoshop and InDesign can mind your Ps and Qs for you.

Spell Catcher X runs as a stand-alone app that you can activate at will via an application's File > Services menu or by selecting the Spell Catcher keyboard layout from the Mac's Input menu. Once it's running, Spell Catcher is available to any app, offering interactive checking, pop-up or on-demand spelling suggestions, text-formatting tools, and reference lookup

for Webster's dictionary and thesaurus entries. And it all happens in several languages (including English, Italian, and Swedish, and you can import more), with additional subsets covering legal, medical, and science terminology, as well as HTML.

That's all good, but customizability is better; Spell Catcher has preferences out the wazoo, and you can teach it your dialect and vocabulary, even shorthand, so if you're blessed with a heinously long name, tell the program to enter it for you (whenever you type NC, for example).

While Spell Catcher gives you handy extras such as built-in reference lookup, shorthand, and formatting options, for no-frills spelling checks on the fly, Spell Catcher gets a little sluggish with big words it encounters for the first time.



Spell Catcher X makes you and your text look better—literally (and figuratively).

Also, its choice of alerts (audio or a screen flash) makes us truly appreciate the simple underlining of built-in checkers. Regardless, if you need a stand-alone spelling checker or spend a lot of time chatting in online forums, get Spell Catcher. —Niko Coucouvanis



COMPANY: Casady & Greene
CONTACT: 800-359-4920,
www.casadyg.com
PRICE: \$39.95, upgrades from \$19.95

REQUIREMENTS:
Mac OS 10.2 or later

GOOD NEWS: Customizable interactivity. Includes dictionary and thesaurus. Learns vocabulary. Useful text-formatting tools.
BAD NEWS: Not as smoothly integrated as built-in checkers. Occasionally clunky interactive spelling.

MacAddict RATED
GREAT

Spamfire Pro 1.3.2

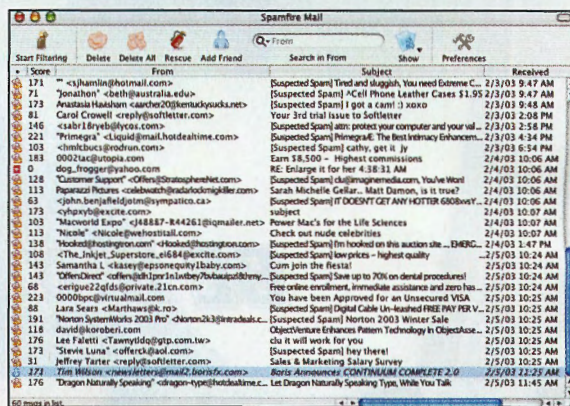
ANTISPAM UTILITY

We've never claimed to be the purest-minded people in the world, but even we've been starting to feel uncomfortable with the onslaught of emails featuring big, graphic pictures of big, naked body parts

of filtering (merciless, vigilant, or cautious)—we chose the recommended vigilant level.

In three weeks of use, Spamfire only let about five junk emails through to our in-box. Unfortunately, it's also good at filtering press releases, a group message from a friend trying to make brunch plans, and emails from your boss.

Spamfire is just overzealous enough so that we still check our spam box at least once a day to rescue any messages we don't want to lose. The filtering gets better as you tell the program which senders and domain names are kosher. Plus, the program automatically downloads new filters every day to keep up with the



Spamfire's main window is where you'll need to check for any good mail that spilteeth over.

latest nefarious spam-delivery ploys. So ask yourself: "Would I rather spend 20 minutes a day deleting spam from my in-box, or 3 minutes a day rescuing good spam from Spamfire?" Well, we're still using Spamfire, and it's definitely made our lives a little easier and a lot less pornographic. —Cathy Lu

It's made our lives a lot less pornographic.

staring back at us from our Entourage email window. So we were more than excited to see if Spamfire could sort through the spam Entourage couldn't.

Spamfire runs as a separate application that downloads all of your email (from POP3, IMAP, Hotmail, and Mac.com accounts), filters the messages, then moves the good ones into your in-box. You pick the level



COMPANY: Matterform Media
CONTACT: 505-747-1220,
www.matterform.com
PRICE: \$39 (CD), \$29 (download)

REQUIREMENTS: Mac OS 9.1 or 10.1 or later; 8MB RAM (128MB in OS X); any POP3, IMAP, or Hotmail account; Internet connection

GOOD NEWS: Your spam-free life starts today.
BAD NEWS: Spam filters catch good emails too. Runs as a separate app and doesn't integrate with email client as well as we'd like.

MacAddict RATED
SOLID



NASCAR Racing 2002 Season

RACING GAME

Let's see. Straightaway. Full speed. Brake. Turn left. Straightaway. Full speed. Brake. Turn left. Hmm, pretty repetitive. This can't be exciting, can it?

You better believe it can. When you're strapped into a 750-horsepower stock car, listening to the roar of engines, feeling the vibrations, and swapping paint with other souped-up monsters at 190 mph, it can get downright nerve-shattering.

NASCAR Racing 2002 Season puts you in an official Ford, Dodge, Chevy, or Pontiac and drops you in a swirl of dust, oil, and heavy-duty noise on one of 24 circuit tracks with Jeff Burton, Bobby Labonte, Dale Earnhardt Jr., and some 40 other NASCAR driving legends—or with up to 42

human opponents online.

Papyrus, the original developer (and king of the NASCAR sims since 1994) raises the realism bar once again. The guttural, growling engine sounds and gorgeous graphics make this game pretty on the surface; in action, the vehicles respond to driving controls quickly and smoothly, and if you hit something, you take believable damage.

Newcomers to racing needn't be intimidated. This one provides training videos, driving lessons, and track-tour secrets narrated by three-time NASCAR champ Darrell Waltrip to bring you up to speed.



NASCAR Racing 2002 Season is so realistic that you can almost smell the rubber burn.

But the big surprise here is that Mac gamers finally get a crack at force feedback. Along with Feral's F1 Championship Season 2000 (see *Reviews*, Apr/02, p60), this game is one of the first to take advantage of Apple's new force-feedback support. You'll need an enabled controller (see "MOMO Racing Wheel," below) to experience the effects; force feedback or not, you'll want a USB steering wheel to get the real NASCAR experience. It's a total gas.—*John Lee*

COMPANY: Aspyr

CONTACT: 512-708-8100,

www.aspyr.com

PRICE: \$39.99

REQUIREMENTS: 733MHz G4, Mac OS X,

256MB RAM, ATI Radeon or nVidia GeForce2

or faster graphics card

GOOD NEWS: Colorful, rip-roaring, realistic racing simulator. Supports force-feedback controllers.

BAD NEWS: Force-feedback wheel not included. Makes you want to drive fast and take

MacAddict RATED



GREAT

Momo Racing Wheel

USB STEERING WHEEL

Want realism in your racing sims? Slide behind Logitech's new Momo Racing Wheel and start your engine. This is a low-cost version of last year's \$200 steering wheel for PCs, replacing colorful racing stripes, real leather, and metal parts with pure black, rubber, and plastic,

comfortable grip, and a full 240 degrees of rotation, and you've got a rock-solid controller. What's more, if you're into flight sims, the gas and brake pedals can act as rudder controls.

Even better, with select games this plug-and-play controller will give you force feedback. That's true cause for celebration. OS X finally has built-in support for force feedback, so game developers can add tactile input for that extra dose of realism. A couple of game companies, including Aspyr and Feral, have quickly incorporated it. Try NASCAR 2002 (see above) and F1 Championship 2000 (see *Reviews*, Apr/03, p60). Now you can experience virtual



If you suck at driving games, we bet you're not using this wheel.

vibrations between road and tire; you'll feel bumps, jolts, and every subtle difference in terrain, whether you're driving on asphalt, cobblestones, or sand.

Your driving abilities will improve instantly. If you've ever complained about those directional arrows, you're going to love this wheel.—*John Lee*

COMPANY: Logitech

CONTACT: 888-863-8312, www.logitech.com

PRICE: \$99.95

REQUIREMENTS: USB-equipped

Mac, Mac OS 10.2.3

GOOD NEWS: Superb handling with 240 degrees of rotation. Feel the warp, woof, and wobble of every type of terrain.

BAD NEWS: Pretty expensive for a game controller.

MacAddict RATED



GREAT



The Sims Unleashed

SIMS EXPANSION PACK

You might have noticed that we're cat and dog people around here (if you haven't, check out Nov/02, p27, and Dec/02, p44). That said, in no way would we let our love of furry animals influence us when we say that Unleashed is the best

The best Sims expansion pack yet.

Sims expansion pack yet (but those lil' Sim doggies and kitties are very cute!).

The first thing you notice when you pop open Unleashed is that your neighborhood has become incorporated into a bigger town with lots of other homes (including a number of premade ones you can move into), as well as an Old Town district featuring parks, cafes, a farmer's market,

pet stores, and, of course, the pet adoption center.

Hit up the adoption center when you're ready to take home a cat or dog (you can even choose its breed and gender), but be forewarned: In order to adopt, you must call a cab and choose to explore Old Town. If instead you invite someone to Old Town, you aren't allowed to adopt because technically you're on a "date." We went pet-less for several days before figuring out that weird little technicality.

Once you have your pet, you provide for it, train it, clean up after it, and teach it tricks. You can't take on the role of the pet, but it does show up in the mood bar, and you can interact with it on many levels, from hugging it to scolding it. A dog truly is a Sim's best friend, as it comes to greet



You don't have to train your Sim dog to pee outside; unlike real life, Sim dog pee doesn't smell.

you every day when you come home from work. It's pretty heartwarming—at least, as heartwarming as a computer game can get. —Cathy Lu



COMPANY: Aspyr
CONTACT: 888-212-7797 or
512-708-8100, www.aspyr.com
PRICE: \$29.95

REQUIREMENTS: 233MHz G3 or faster
(450MHz recommended), Mac OS 9.2.2 or
later, 192MB RAM (320MB recommended
for OS X), full version of The Sims

GOOD NEWS: Virtual cats and dogs!

Performance has improved.

BAD NEWS: Older systems still choke on the game.

MacAddict RATED



FontAgent Pro 1.1.2

FONT-MANAGEMENT AND -REPAIR UTILITY

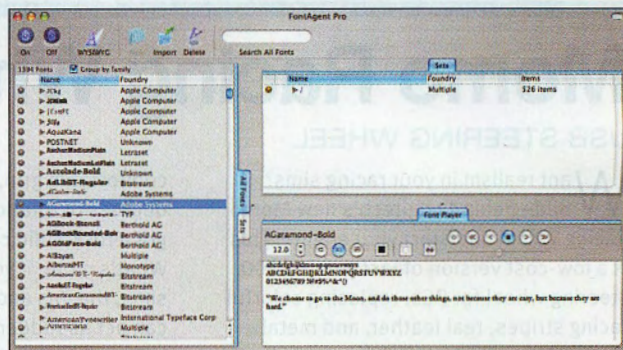
Mac OS X's multiple font folders can be a royal pain. There's a Fonts folder here and a Fonts folder there, and soon it seems like they're everywhere.

How do you sort out this mess? Insider Software's FontAgent Pro can help you keep your fonts healthy and accounted for, however large and disparate your collection. FontAgent has always been good at finding and repairing corrupted fonts; the Pro version adds extensive font-management capabilities, with the unique ability to create multiple font libraries.

When you add fonts to FontAgent Pro, you can either move or copy them into the FontAgent Pro Fonts folder. From there, the program makes a backup folder of all the fonts you import. FontAgent autoactivates

designated fonts in many applications, with the notable exception of any Adobe apps (you can always manually switch fonts on and off). The package includes autoactivation plug-ins for QuarkXPress and Adobe InDesign, and plug-ins for Adobe Illustrator and Photoshop should be out by the time you read this.

While great at repairing and managing fonts, FontAgent Pro suffers from some irritating first-release bugs. With a 1,400-font library, the app launched somewhat slowly on our dual 1.25GHz Power Mac G4, and the QuarkXPress autoactivation plug-in acted flaky—we had to refresh the screen before newly recognized fonts activated



FontAgent Pro's interface will be familiar to ATM Deluxe or Suitcase users.

(a QuarkXPress issue, according to Insider's tech support). Also, FontAgent tends to forget basic settings (such as the size of the font-group window) between launches. These bugs are minor, and Insider will no doubt fix them before long.

Quirks aside, FontAgent Pro is off to a promising start. Use it, and your font worries will become a thing of the past. —Gene Steinberg



COMPANY: Insider Software
CONTACT: www.insidersoftware.com
PRICE: \$89.95 (download), \$99.95 (boxed),
\$49.95 (upgrade)

REQUIREMENTS: G3, Mac OS
10.2 or later

GOOD NEWS: Easy font management.

Supports both Classic and OS X fonts.

BAD NEWS: First-version bugs.

Launches slowly.

MacAddict RATED





UFO

USB AND FIREWIRE HUB FOR IMAC G4

We admit it—we are product snobs, and we never ever in a bazillion leap years thought we'd ever get excited about a *hub*. Well, slap us silly, because the UFO (short for USB FireWire Organizer) is the coolest hub we've seen this side of Jupiter.

Made specifically for the flat-panel iMac,

The coolest hub we've seen this side of Jupiter.

this round, white disc blends seamlessly with your machine, sitting underneath the iMac's igloo-shaped base. You might not even notice it at first, if not for the PowerMate-esque blue light glowing from the bottom (see *Reviews*, Sep/02, p55). If you're as over the blue-light fad as we are over Madonna, you can turn this off.

A self-powered hub with four USB and two FireWire ports, the UFO features two sliding panels that line up underneath each end of the iMac's optical drive. Speaking of the CD-DVD drive, the UFO gives the iMac enough height so that when you open the tray, it no longer bangs into your keyboard. Lefties and righties alike will appreciate that each sliding panel hides two USB ports and one FireWire port.

The UFO offers one of the best cord-management systems we've seen. You can string your keyboard cord through the front of the hub's hollow base and out the back, plug it into one of the iMac's built-in USB ports, and push the excess cable back into the UFO. You can do the same with the Pro



speakers, just string them out the side. Two attached and extremely short cables connect the hub to your iMac's USB and FireWire ports.

Finally, your iMac and all its surrounding doohickeys can look almost like the beautiful, cordless (and let's face it, unrealistic) computer setups in the Pottery Barn catalog.—*Cathy Lu*

COMPANY: XtremeMac
CONTACT: 866-392-9800,
www.xtrememac.com
PRICE: \$129.95

REQUIREMENTS: Flat-panel
iMac G4, Mac OS 9.2.1 or later

GOOD NEWS: Way-cool design integrates perfectly with your iMac. Has both FireWire and USB ports.
BAD NEWS: If we were to be nitpicky, we'd say it could be cheaper. If we were to be petty, we'd say the blue light could pulse.

MacAddict RATED
GREAT

PHOTOGRAPH BY MARK MADEO

Freestyle Speedball

NOTEBOOK RISER

When Postworx pitched its Freestyle Speedball—a pair of low-friction, hemispherical coasters designed to make laptop computers slide more easily across a desk or tabletop—we had to laugh. But then we tried sharing our iBooked vacation photos with a couple of friends at the kitchen table; the iBook's grippy feet sure are *grippy*! Once we attached the two-piece Speedball (one coaster at each rear corner), the iBook skated across the table like a manlier Scott Hamilton. The pseudo-Velcro backing means you can remove and reattach the feet at will, though with some difficulty. Another bonus: The Speedball also creates some air space around the Mac, which is pretty cool (literally).—*Niko Coucouvanis*



Speedball makes your mobile Mac more mobile.

COMPANY: PostWorx International
CONTACT: www.postworx.com
PRICE: \$13.95

REQUIREMENTS: Notebook computer;
any flat, hard surface

GOOD NEWS: Tabletop mobility. Makes 'Books look and run cooler.
BAD NEWS: Attaching pseudo Velcro requires a heavy hand.

MacAddict RATED
SOLID

StudioMouse Wireless

WIRELESS MOUSE

When it unwired the beautiful StudioMouse (see *Reviews*, 10/02, p54), Kensington made a good thing better—for the most part. That dangblasted scroll sensor, a mini-trackpad qua scroll wheel, is as unresponsive and annoying as ever.

Otherwise, this is our dream mouse; Kensington understands wireless and has the sense to roll both the signal transmitter and the battery charger into one stylish cradle. Rechargeable batteries are included, but ours arrived DOA; thankfully non-recharging alkaline (AAA) cells work just as well, and once we slapped in a couple, this mouse's cool look, smooth and accurate tracking, and righteous MouseWorks software had us purring.—*Niko Coucouvanis*



We love almost everything about this mouse.

COMPANY: Kensington
CONTACT: 800-235-6708,
www.kensington.com
PRICE: \$89.99

REQUIREMENTS: USB-equipped Mac,
Mac OS 8.1 or later

GOOD NEWS: Sleek design. Excellent software.
BAD NEWS: Scroll sensor sucks.

MacAddict RATED
GREAT

the HotList

THE BEST OF THE BEST FROM RECENT REVIEWS

SHOPPING?
HERE'S WHAT WE
RECOMMEND

NEW THIS MONTH:



Keynote

When *MacAddict* editor Narasu Rebbapragada reviewed Apple's Keynote, she noted that "We never had so much fun making a presentation." She's right—but there's more: Keynote is not only a blast to use, it also creates presentations that put its competition to shame.

SOFTWARE

AUDIO

MOTU Digital Performer 3	\$795.00	Feb/02, p58	Pro-audio app has a great array of features.
PropellerHead Software Reason 2	\$399.00	Mar/03, p50	The best software-synth bargain available today.
Roxio Toast with Jam 5	\$189.95	Sep/02, p49	Burn CDs, MP3 CDs, DVDs, and VCDs, and edit audio.

GAMES

Ambrosia Escape Velocity: Nova	\$30.00	Sep/02, p48	Enjoy the perverse thrill of galactic domination.
Aspyr Clive Barker's Undying	\$39.95	Nov/02, p50	Sophisticated shooter has a sophisticated story line.
Aspyr Jedi Knight II: Jedi Outcast	\$49.95	Feb/03, p37	Fantastic gameplay with both weapons and The Force.
Aspyr Medal of Honor: Allied Assault	\$50.00	Oct/02, p43	WWII first-person shooter is a surefire classic.
Aspyr The Sims Hot Date	\$29.95	Sep/02, p46	The Sims obey Petula Clark and go downtown.
Aspyr The Sims Vacation	\$29.95	Jan/03, p45	A must-have for the dedicated Simsian.
MacPlay No One Lives Forever	\$49.99	Mar/03, p49	A beautiful spy, sly foes, nifty gadgets, fast action—nice.
MacSoft Max Payne	\$40.00	Dec/02, p42	Max seeks revenge—and gets plenty of it in this FSP.

GRAPHICS & LAYOUT

Adobe InDesign 2.0	\$699.00	May/02, p50	Look out, Quark—Adobe's rival layout tool kicks butt.
Adobe Photoshop 7	\$609.00	Jul/02, p46	Picture-perfect pixel pusher moves to Mac OS X.
Adobe Photoshop Elements 2	\$99.00	Dec/02, p40	Most of Photoshop's power for \$500 less.
Macromedia Director MX	\$1,199.00	Mar/03, p46	Multimedia developers need look no further than Director MX.
Macromedia Dreamweaver MX	\$399.00	Sep/02, p45	Our favorite Web-design tool gets a strong upgrade.
Macromedia Flash MX	\$499.00	Jul/02, p51	It started in animation; now it can do anything.

PRODUCTIVITY & UTILITIES

Apple Keynote	\$99.00	Apr/03, p48	This presentation app was built for OS X—and it shows.
Bare Bones Software BBEdit 7.0.1	\$179.00	Mar/03, p52	By far the most powerful text editor money can buy.
Dantz Retrospect Express 5.0	\$79.00	Aug/02, p50	Indispensable backup software goes OS X.
Microsoft Office v. X	\$499.00	Feb/02, p42	The 800-pound gorilla of productivity applications.
Script Software CopyPaste-X 1.5.1	\$20.00	Apr/03, p61	Shareware must be great to make the list. This clipboard is.

VIDEO & ANIMATION

Adobe After Effects 5.5	\$649.00	May/02, p49	This motion-graphics stud improves its 3D powers.
Apple DVD Studio Pro 1.5	\$999.00	Oct/02, p55	Apple's essential DVD-burning app gets even better.
Apple Final Cut Pro 3	\$999.00	Apr/02, p45	This pro-level video editor is a real-time revelation.

HARDWARE

AUDIO

Apple 20GB iPod	\$499.00	Nov/02, p45	More storage, cool accessories—it's all good.
Digidesign Mbox	\$495.00	May/02, p59	Audio interface is a traveling musician's delight.

DIGITAL CAMERAS

Canon PowerShot S230 Digital Elph	\$399.00	Mar/03, p48	Great 3.2-megapixel camera in a tiny, low-cost package.
Nikon Coolpix 885	\$549.99	Feb/02, p61	Cute, capable camera captures great images.
Olympus C-4000 Zoom	\$499.00	Jan/03, p52	Great image quality, 4 megapixels, and versatile controls.

DISPLAYS

Apple Cinema HD Display	\$1,999.00	Aug/02, p40	23-inch, 1,920-by-1,200-pixel beauty inspires lust.
Formac gallery 2010	\$1,699.00	Jan/03, p47	Bright, fast, huge—and it costs only \$.0009 per pixel.

PRINTERS

Brother 1670N	\$699.00	Aug/02, p45	Need a sturdy laser printer? This one's a workhorse.
Epson Stylus Photo 2200	\$699.00	Oct/02, p42	The most stunning photo printer we've ever tested.

SCANNERS

Canon CanoScan LIDE 30	\$99.00	Nov/02, p52	Entry-level scanner gets the job done inexpensively.
Epson Perfection Photo	\$399.00	Oct/02, p48	Sophisticated scanner also handles transparencies.

STORAGE

Maxtor Personal Storage 5000XT	\$399.99	Feb/03, p44	Solid construction, push-button backup, and 250GB.
OWC Mercury Elite 160GB	\$349.95	Sep/02, p53	Handsome, sturdy drive is whisper quiet.
TDK veloCD	\$315.99	Jul/02, p54	FireWire-equipped CD-RW drive is freaky fast.

Epson Stylus Photo 2200

Okay, so Epson's killer seven-color printer isn't actually new to the Hot List this month. (It first appeared in our Oct/02 issue.) What *is* new is that after frustrating months of unavailability, Epson is now shipping enough to make them easy to find. Finally.

Raise your expectations



Elevate your iBook to make it the perfect desktop

The iCurve - Invisible Laptop Stand is the key to replacing your desktop machine with a new notebook. It elevates your screen to a comfortable eye-level height. It raises the notebook off the desk - making room for a full-size keyboard and mouse. And it helps air circulate and keep your new 'hot' laptop cool.

Gain portability without sacrificing desktop comfort. Add an iCurve to your notebook and have the best of both worlds.



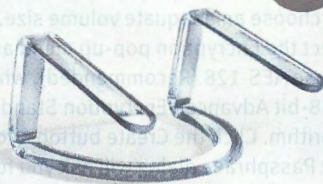
iCurve Invisible Laptop Stand



**JUST
\$35⁰⁰**

iMic USB Audio Interface

- Adds stereo audio input to your Mac
- Plug-and-Play, no software required
- Portable, no installation or power needed
- Supports MP3, QuickTime and AIFF files



**NOW
\$39⁹⁹**

iCurve Invisible Laptop Stand

- Raises screen to the perfect height
- Cools laptop for optimum performance
- Clears desk for full-size keyboard & mouse
- Specifically designed for iBooks & TiBooks



**ONLY
\$35⁰⁰**

iTrip FM Transmitter for iPod

- Play your iPod through any FM radio station in your car, truck or boat
- iPod Powered - no battery necessary
- Fits perfectly on top - no dongle or cable

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because inquiring minds have the right to be inspired

GOT A QUESTION?
NEED ADVICE?**ask
us** WE CAN HELP**PRINT WINDOW IN X****How do I print a Finder window in Mac OS X without taking a screenshot?**

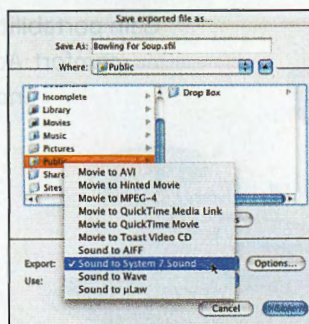
OS X dropped the old OS 9 Print Window command you're probably looking for. To bring it back, download SearchWare Solutions' Print Window 2.0 utility (free, www.swssoftware.com), which brings the old Print Window back into OS X.

PUT DOWN THE KNIFE**How do I pry apart my iPod?**

Opening an iPod is simple—if you know the secret. We do, and we like you, so we'll share. Turn the iPod upside down so you're looking at the Apple logo; push in on the Apple logo until you hear the clinking pop that metal makes when you bend it. Still pushing on the Apple logo, grip the iPod by its sides and separate the white front from the metal back. The trick is gripping the rear (metal) part of the sides without also holding down the white plastic you're trying to remove.

SOUND ADVICE**What software converts WAV and AU audio files into system sounds for Mac OS 9?**

Use Apple's QuickTime Pro (\$29.99, www.apple.com/quicktime) to convert your sound files into the System 7 Sound File format (SFIL) required for OS 9 sounds. Open your audio file with QuickTime Player, select Export from the File menu, choose Sound To System 7 Sound from the pop-up menu, and click Save. To add your new sound to OS 9, drag the resulting file onto your closed System Folder.

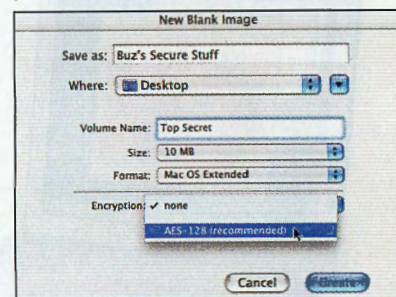


QuickTime Pro turns sounds into system sounds.

SECURE FOLDERS**Can you create a password-protected folder in Mac OS X?**

Yes. The easiest way to make a password-protected folder in OS X is to make a password-protected disk image. Open Disk Copy (Applications > Utilities > Disk Copy) and choose New > Blank Image from the File menu. Give your new volume a name and choose an adequate volume size. Select the Encryption pop-up menu and choose AES-128 (Recommended), which is a 128-bit Advanced Encryption Standard algorithm. Click the Create button and the New Passphrase dialog will ask you for

a password or phrase to allow access to the data. For maximum security, uncheck the Remember Password box. Now the disk image will require that you enter the password to get to the data.



Create secure disk images with Disk Copy.

SAFARI BOOKMARKS**How do I import my Microsoft Internet Explorer and Netscape bookmarks to Safari?**

Your old browsers saved your bookmarks as an HTML document; however, Safari saves them as an XML-formatted document called Bookmarks.plist (Home > Library > Safari). Safari automatically imports any Internet Explorer bookmarks it finds when you first launch it, but there's no mechanism for importing bookmarks after that. For that, you need to use the Safari Enhancer utility (free, <http://>



Whew, my conversion to Safari is complete!

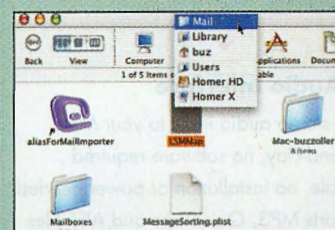
**quick
answers**
to quick questions**STUCK ICONS****What do I do when Mac OS X desktop icons don't let me click them?**

You can fix this odd little OS X behavior by dragging any other icon directly onto the unresponsive icon. The

icons will switch places and both will become clickable.

ANOTHER DVD PLAYER**Are there alternatives to the Apple DVD Player in OS X?**

Our favorite DVD Player alternative is the free, open-source VideoLAN Client for Mac OS X (www.videolan.org). VideoLAN is technically a streaming-media player, so it won't display DVD disc menus, but it will play video tracks flawlessly. It can even snap DVD screenshots, which Apple's DVD Player won't do.



So much spam, so little time: Give Mail's smarts to all your OS X Macs.

MULTIPLE SPAM SLAMS

I have spent lots of time teaching my Mail application what is spam and what isn't. How can I transfer this knowledge to my other computers? Mail stores all that spam information

DIFFICULTY RATINGS

EASY

No whining—
anyone
can do this!

TRICKY

It'll take some
effort, but you
can do it.

TOUGH

This stuff's
for the pros.

UNIX UNIVERSITY

SOUNDS LIKE...

How on Earth do you pronounce all that Unix jargon?

Some Unix terms are tough to wrap your lips around. Here's our take on how to pronounce some troublesome terms. For more detailed definitions, see last month's Unix University (*Ask Us*, Apr/03, p65) for info on how to access Unix's built-in manual pages.

Term	How to Pronounce It	What It Means
etc	et-see	subdirectory for system config files
vi	vee-eye	a text editor
cron	krahn	runs scheduled commands
csch	seashell	C shell
.cshrc	sea shark	the C shell setup file
fsck	ef-sek or ef-suk	file system check program
chmod	sea-aych-mod	changes file permissions
chown	chone	changes user ID on files
lib	libe, like bribe	subdirectory for shared libraries
sbin	ess-bin	subdirectory for system binaries
var	where (pronounced with Hungarian accent)	subdirectory for variable data

gordon.sourcecod.com/sites/safari_enhancer.php), which lets you import bookmarks from just about any other browser.

PASSWORD LIMITS

I set my PPPoE Network system preferences and clicked the Apply Now button, and my Mac truncated the password to eight dots. I need 15 characters (including a hyphen) to connect to the Internet correctly. What can I do?

Don't worry. Your 15-character password remains intact (you actually get a maximum of 29 characters). When you click the Apply Now button, the Network system preference pane represents the password in standard eight-bullet format so that no one but you will know the number of characters in your password.

in a single file called LSMMMap, located in your Mail folder (Users > user name > Library > Mail). To train Mail on your other OS X computers, transfer that file to the same location on those systems.

SONY, MEET IPHOTO

How can I import pictures from my Sony MVC-CD300 digital camera into iPhoto?

The Sony MVC-CD300 comes with a USB cable that will connect to your Mac. Change the USB mode on the camera from Normal to PTP Mode, and iPhoto will recognize the USB connection and download the images.

.MAC'S ENTOURAGE

How can I add my .Mac email account to my existing Microsoft Entourage setup?

You can easily add any number of email accounts to your Entourage setup. Choose Accounts from the Tools menu, click the New button, and enter your .Mac account information. This will add the .Mac account to your Entourage Identity so Entourage will check that account along with your other email accounts.

Submit technical questions or helpful tips directly via email (askus@macaddict.com) or c/o **MacAddict**, 150 North Hill Dr., Brisbane, CA 94005.



Six years of handling tech support for Apple, Power Computing, and a Texas school district have given Buz Zoller Mac superpowers.

OPEN RAW FILES

How can I open Canon RAW image files in Mac OS X?

Get Bryan Chang's CRW-X utility (on the Disc or free at www.frostyplace.com/CRW/index.html). CRW-X can also convert these files to PSD, PPM, and PNG file formats.



CANCEL THAT DRAG

How can I cancel a drag operation in the Finder?

Press Escape before you release the mouse button to move the icon to its original location.

ThisMonth

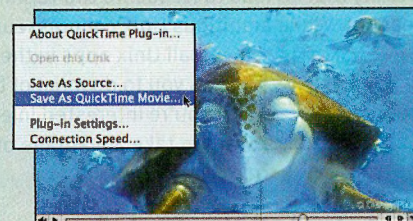
64 Run Unix Apps in Mac OS X

Unix envy? No more. With the help of Fink and X11, you can run hundreds of Unix apps on your Mac. Best of all, most are free! Galaga, anyone?



67 Make Non-DV Movies Compatible with iMovie

iMovie is a budding moviemaker's dream. If you don't have a DV camcorder, a \$30 app lets you edit almost any movie file, including digicam ones.



68 Give Clock a Face-Lift

Form and function—imagine that! Stamp your own designs on the plain-Jane face of Apple's Clock app.



70 Adorn Your Site with a Custom Favicon

If you surf Safari, you've probably noticed those itty-bitty icons that ride shotgun with a Web site's URL. Want to create one? Here's how.



72 Move Old Files to a New Mac

Before you start dumping the entire contents of your old machine into the new, find out which files to take with you and which ones to kiss goodbye.

72 Move Files via Volumes or Media
73 Shuttle Files Across Ethernet

Run Unix Apps in Mac OS X

by Mary E. Tyler



WHAT YOU NEED

- Mac OS 10.2 or later (\$129, www.apple.com)
- OS X Developer Tools (free with OS X)
- Fink (free, <http://fink.sourceforge.net/download>)
- FinkCommander (free, <http://finkcommander.sourceforge.net>)
- X11 for Mac OS X (free, www.apple.com/macosx/x11)
- X11 for Mac OS X SDK (free, www.apple.com/macosx/x11)
- Internet connection (broadband strongly recommended)

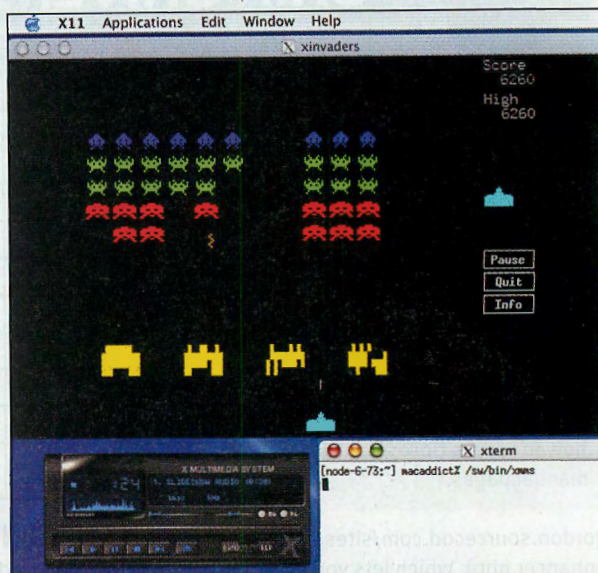
You've seen the hype all over the Web: "Thousands of Unix programs, completely free!" Cool, you think. OS X runs on a Unix kernel, right? So you should be able to just download any Unix program you want and double-click, right? Wrong. Ah, if only it were that easy. Then again, it ain't difficult, either.

Thankfully, there's Fink. No, we're not referring to your whiny, kiss-ass brother or any particular rat. Fink is a nifty open-source project that ports Unix software to OS X. Its intention is not so much to port everything Unix to the Aqua interface as to enable Mac users to compile and run Unix apps. OK, yes, to actually run these programs, you will need to leave the beauty that is Aqua to tread into the Terminal—and even scarier, X11—but fear not. While ambitious Unix connoisseurs have relied on the Terminal



to install Unix apps in the past, the latest rev of Fink allows you to do most of the work in Aqua.

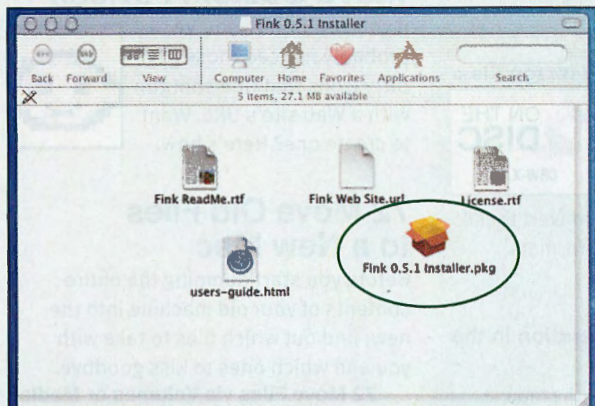
If you're interested in exploring the world of Unix and want to take advantage of those thousands of free Unix



Want free apps like this retro Space Invaders take-off? Install Fink and X11, and discover the world of Unix in Mac OS X.

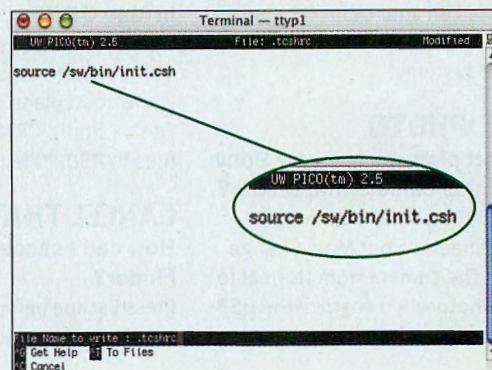
apps, we show you first how to install and configure Fink, and then how to use it with FinkCommander to install Unix binaries and run apps in X11 (X Window System 11) on your Mac.

1 Install the Fink Package If you haven't already done so, download Fink from the URL listed above (click any download file and select a mirror site to begin the process), or get it from our Disc. Once you mount the disk image (and get your mind out of the gutter), just double-click the package (.pkg) file to install it (you must have Administrator access). Unless you want to trash Fink and everything it has installed, don't move the sw folder or change its name. If you do, you'll learn more about Unix than you ever wanted to know. (Note: At press time, the Virex 7.2 update on .Mac severely crippled Fink and vice versa. Please visit the Fink Web site for current news before installing Fink.)



Hmm...nice package. Just double-click this file to install Fink in your system.

2 Shuck the Shell Time to roll up your sleeves. To use Fink, you need to edit the default Terminal shell's configuration file (a *shell* is a Unix command-line interface; the Terminal is a shell around OS X's Unix kernel, Darwin). Launch the Terminal (in the Utilities folder in Applications). At the prompt type **pico .tcshrc**, and press Return to edit the config file in pico, a Unix text editor. (If you're using something other than the default tcsh, edit the config file for your particular shell.) Then type **source /sw/bin/init.csh** (this executes Fink's initialization file when a new shell opens), press Control-O (that's an O as in Omigod-I-can't-believe-you're-making-me-friggin'-do-this) to save the file, press Return, press Control-X to exit pico, and quit the Terminal.



Call up pico, a Unix text-file editor, from the Terminal to edit the shell's configuration file so you can use Fink.

3 Search Fink's Database for Apps To have Fink scan its online database for programs to install (you need to be connected to the Internet), launch the Terminal to open a new window (aka your newly edited shell). At the prompt, type **fink scanpackages** and press Return. Fink will call up the sudo version of the command, display the command line, and then ask for your password. Type it in and press Return. Fink will do its deed, combing the database and displaying gobs of gobbledygook in the process, and then return a prompt when finished. Close the Terminal window.

```

Terminal -- ttty1
Last login: Fri Jan 24 13:09:15 on ttty1
Welcome to Darwin!
<I'm a MacAddict> fink scanpackages
sudo /usr/bin/fink scanpackages
Password:
Reading package info...
Updating package index... done.
Information about 924 packages read in 15 seconds.

dkgk-scanpackages dists/local/main/binary-darwin-powerpc override | gzip >dists/
local/main/binary-darwin-powerpc/Packages.gz
Wrote 8 entries to output Packages file.
dkgk-scanpackages dists/stable/main/binary-darwin-powerpc override | gzip >dists/
stable/main/binary-darwin-powerpc/Packages.gz
Wrote 8 entries to output Packages file.
dkgk-scanpackages dists/stable/crypto/binary-darwin-powerpc override | gzip >dists/
stable/crypto/binary-darwin-powerpc/Packages.gz
Wrote 8 entries to output Packages file.
dkgk-scanpackages dists/local/bootstrap/binary-darwin-powerpc override | gzip >
dists/local/bootstrap/binary-darwin-powerpc/Packages.gz
Wrote 8 entries to output Packages file.
<I'm a MacAddict>

```

To have Fink find all of the available Unix apps it can install from its online database, command it to scan packages.

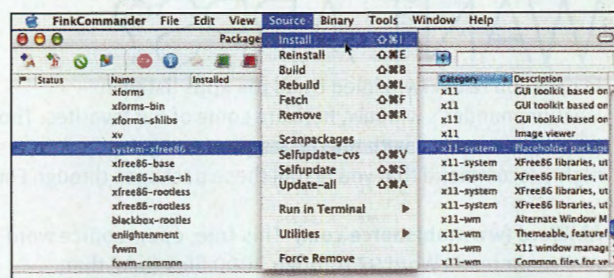
4 Go to X11 Before Apple released the X11 for OS X beta (Apple's Xfree86 port), you had to use Fink to install both Xfree86 and Xfree86-Threaded to run X11, a GUI (graphical user interface) for running Unix apps. Though the Fink Project offers X11 packages, it recommends Apple's release. Download the file (Apple may have a different release by the time you read this, so search its Web site if the URL is no longer valid); it's a good 42MB, so unless you have a broadband connection, go get a cup of coffee...and a Danish...and some Chinese food. Download the SDK from this site, too. When the files are done downloading, install X11, then the SDK. (For subsequent X11 releases, check the Fink Web site for any fix-it scripts and installation instructions.)



At press time, you could download Apple's public beta of X11 for Mac OS X from Apple's Web site.

5 FinkCommander, Install My Package Yes, you Unix junkies know we can install packages (apps) in the Terminal using dselect, but we're going to be nice and play in Aqua (regardless of how much you cry that Aqua is for weenies).

If you're a real propellerhead, feel free to follow the dselect directions on the Fink Web site. For the rest of you, FinkCommander provides a Fink GUI and a one-stop-shop for installing Unix apps. Install FinkCommander (drag the app from the disk image to any location), and then launch it. When it starts, it connects to a package database and displays a lengthy list of available apps in its window. To install a GUI for Darwin, click the Category header to list packages by category, and then scroll down until you see the x11-system offerings. Select the package named system-xfree86. From the Binary menu, select Install. FinkCommander will install the package (and tell you to have a nice day).



Rather than install the Xfree86 System package via the Terminal, with FinkCommander you can install it in the comfortable surroundings of Aqua.

WHATCHU TALKIN' 'BOUT, WILLIS?

TECHNOBABBLE DEBABBLIFIED

binary A program that can be installed on your Mac and configured without compiling.

compile To turn text-based code into a binary format that the computer understands.

eleventeen More than a whole lot, but less than a buttload.

fullscreen (aka rooted) The mode in which the X-window manager takes over the entire screen; you won't be able to see or use your OS X Aqua windows.

GUI Often pronounced *goeey*, this acronym stands for graphical user interface, which provides a system of graphics, text, and

icons for commanding a computer. OS X's GUI is called Aqua.

rootless The opposite of fullscreen, this mode allows you to switch back and forth between your X-window manager and your OS X Aqua windows.

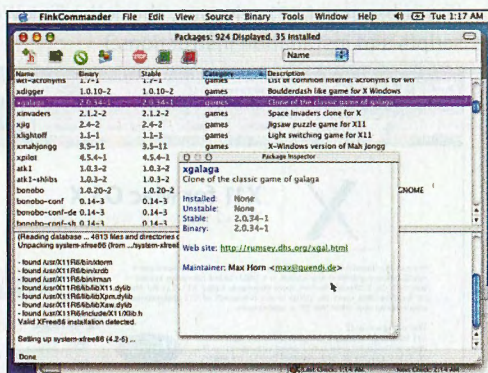
shell The command-line interface to Unix. There are a variety of shells available, each one different. Think of them as cars—some go fast, some are tough, others are reliable. They all get you from point A to point B, but the experience of the road differs.

X-Window System Developed by MIT, X-Window System is essentially a graphics-display system. The numerous implementations run on a wide range of computer systems, including Mac OS X, Unix, Linux, and Windows.

X11 Also known as X Window System version 11. This implementation of X Windowing System is the Unix standard, and provides a GUI to Unix.


6 Install Apps Now for the fun part...games! OK, there's a lot of other cool software available from Fink—everything from music codecs to ASCII art libraries—but hey, let's have some fun. Depending on your age and Generation X-itude, you may remember Galaga, the classic 2D space shooter—XGalaga is a Unix clone. Scroll up the list until you see Games under the Category list, and select XGalaga. From the Binary menu, select Install to install the package on your machine; FinkCommander will do any necessary configuring. To find information about any particular application, click a package and select Show Package Info from the Tools menu. Rest assured that the apps listed in FinkCommander are stable; all the bugs got shaken out on someone else's desktop, so they won't be chomping on yours.

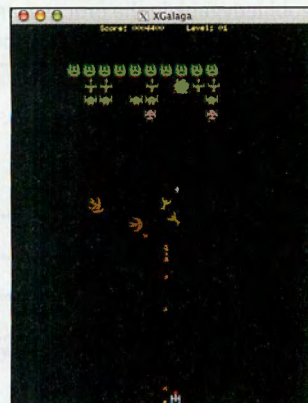
Play games?! Now we're talking! Let's install Galaga, FinkCommander.



7 Launch X11 and Go Play There are about eleven ways to start X11 on your Mac, but this is one of the easiest. In the Applications folder, double-click X11 (essentially a GUI for Darwin). Depending on what version of X11 you have installed, the app may ask if you want to be in Rootless or Fullscreen mode; choose Rootless. X11's Xterm window launches, displaying a login prompt (similar to the Terminal's); type `/sw/bin/xgalaga` and press Return to launch XGalaga in a new window. Now go kick some alien butt!

To play XGalaga (or launch any other installed Unix app), fire up the X11 GUI and call up the app from the bowels of Darwin.

 Mary E. Tyler loves Macs so much that she still buys them even after one tried to burn her house down. She has no such allegiance to Unix workstations.



WANT APPS?

In case you're overwhelmed by all the apps listed in FinkCommander's window, here are some of our favorites. Though we've provided you with the URLs so you can get more info, we highly recommend that you install these packages through Fink.

AbiWord (www.abisource.com) This free, open-source word processor reads Word 97 through 2000 files (take that, Microsoft!). Even better, a native OS X version is coming soon.

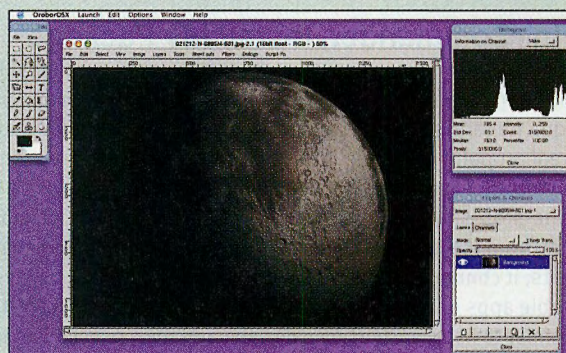
Bidwatcher (<http://bidwatcher.sourceforge.net>) Addicted to eBay? This eBay management and sniping tool should satisfy your fervent buy-and-sell habits.

Bluefish (<http://bluefish.openoffice.nl>) If your writings are on the Web (not on the wall), this HTML editor is a handy, easy-to-use tool for hard-core Web monkeys. It even features colored syntax so you can quickly eyeball code as you go.

Ethereal (www.ethereal.com) If you need to see what's heading down your network pipes or want to examine packets, this network protocol analyzer will do the trick—and of course it's free.

FilmGIMP (<http://filmgimp.sourceforge.net>) This cool movie-editing tool lets you paint and retouch movie images, and was used in feature films such as *Scooby-Doo*, *Harry Potter*, and *Stuart Little*.

GIMP (www.gimp.org) This tool (aka GNU Image Manipulation Program) is the Unix world's answer to that gosh-darned-expensive Adobe product. Manipulate your graphics and photos—for free.



Need to clean up frames in your movies? FilmGIMP will let you do things to make your movies look better, such as tweak exposures.

LilyPond (www.lilypond.org) If you're well versed in music notation, you'll appreciate this app, which prints beautiful music (sheet notation) from a plain-text description file. It can also import from a variety of other music-notation programs.

surf (<http://surf.sourceforge.net>) Student or algebraic egghead? Graphing high-school algebra gets easier with this app, which will help you plane algebraic curves and surfaces. Ax+ By=C, anyone?

Window Maker (www.windowmaker.org) This X11 window manager is GNUstep (NeXt-like) in appearance—great for those who feel lost in Aqua and want something retro to go with their Objective C development environment.

YAFC (<http://yafc.sourceforge.net>) If you need to shuttle files to remote locations, YAFC (Yet Another FTP Client), has enhanced FTP features, including SSH2 (sftp) support for superb encryption.

Make Non-DV Movies Compatible with iMovie

by Kris Fong

EASY

WHAT YOU NEED

- QuickTime 6 Pro (\$29.99, www.apple.com)
- iMovie 2 or later (free, www.apple.com)
- Any movie file in a QuickTime-compatible format (like .mov or AVI)

We're not rich. Neither—most likely—are you. Thankfully, Apple seems to respond to our financial limitations by offering sophisticated applications for free, letting us save our scrap for the things that make these apps tick—like digital cameras and DV camcorders. If you're like us, you probably couldn't afford both, so you bought a digital camera with a movie mode. Unfortunately, now you're stuck with dozens of unedited



No DV camera? No problem. You can edit any QuickTime-compatible file in iMovie if you upgrade to QuickTime 6 Pro.

miniclips, since iMovie only lets you edit DV footage, like that from a DV camera. Or are you?

Nope. Not if you have QuickTime 6 Pro, which allows you to take any QuickTime-compatible movie, like those from your digicam and movies downloaded from the Web (such as .mov, AVI, and MPEG-4), and convert it to DV Stream—a format that's compatible with iMovie. If you've never had the opportunity to play with iMovie for lack of a DV camcorder, here's a cheap way to transform movie files into iMovie-compatible clips.

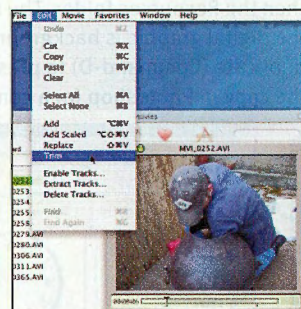
1 Transfer Your Movies Scrounge up QuickTime-compatible movie files on your Mac or download movies to your hard drive from a source such as a digital camera, the Internet, or a CD (including your MacAddict Discs). Make sure you have plenty of free hard-disk space (our 15-second, 5MB movie file bloated to a 50.2MB DV monster). If your hard drive has plenty of space, skip to step 3. But if disk space or time is slim, edit the crap from clips before converting them.

Need clips? You can copy MacAddict staff videos to your hard drive or download movies from the Web—as long as you're only reediting them for personal use.



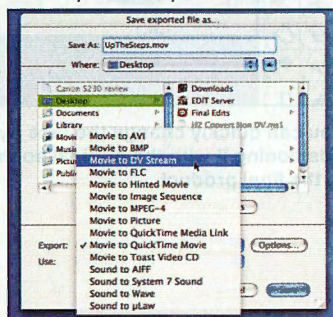
2 Trim the Fat To cut down on file size and conversion time, trim unwanted excess from your movie's beginning and/or end. (If you want to preserve the original, first make a copy.) Open the movie in QuickTime Player. From under the play bar on the left, drag the out selection marker (the right triangle) to the point where you want the video to end (the video scrolls when you move the marker). Then drag the in selection marker (the left triangle) to the point where you want the video to start. Select Trim from the Edit menu, and then save the clip.

We trimmed the footage outside these selection markers to reduce the file size and conversion time.



3 Convert the Clip With the movie in QuickTime Player, select Export from the File menu. In the resulting dialog, select Movie To DV Stream from the Export pop-up menu, give your new clip a descriptive name in the Save As field, choose where to save it, and click Save. Then relax for a while—depending on the original, the conversion can take a long time. Repeat for any other movies.

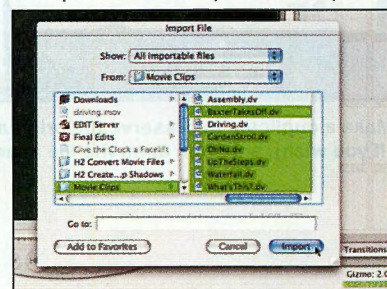
Converting to DV Stream? Go grab a sandwich. Our 45-second clip took about 6 minutes to convert on our iBook.



4 Hello, iMovie Once you've got your clips converted, bring the bunch into iMovie. Launch iMovie. From the File menu, select Import File. In the resulting dialog, navigate to and select a DV File, or hold down the Command key and select multiple files. Then click Import; iMovie imports the clips and displays them in the shelf, ready for editing. Happy snipping!

To bring DV Stream clips into iMovie, select Import File and select all your favored files.

Kris Fong thanks Pee-Chee for helping her cheat on conversion quizzes.



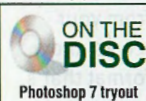
Give Clock a Face-Lift

by Kris Fong

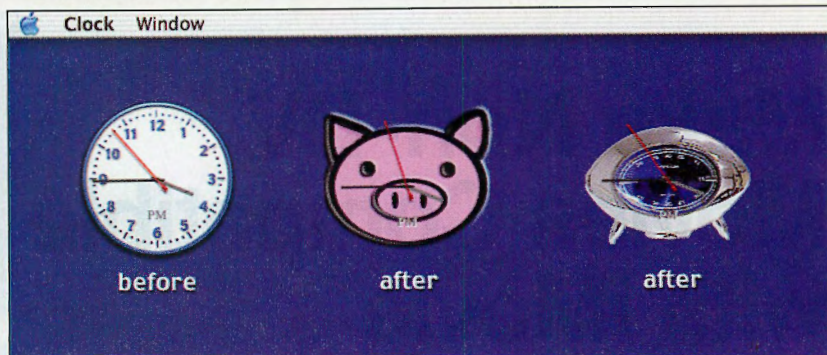


WHAT YOU NEED

- Mac OS X
- An image editor that supports layers and transparency, such as Photoshop (\$609, www.adobe.com)



Like the nubby beige sweater our endearing Grandma knitted for us, our Clock app hasn't made much of a public appearance. Why? Personally, we think it looks rather mundane—schoolmarmish and boring. With all of Apple's cool eye-candy widgets, you'd think the company could have come up with something a little more, well, interesting. Besides, we get the



After a Clock-versus-Photoshop face-off, our formerly plain-Jane Clock now has more faces than Michael Jackson.

time from our faithful, ever-present menu-bar clock, which has been serving its purpose admirably for years.

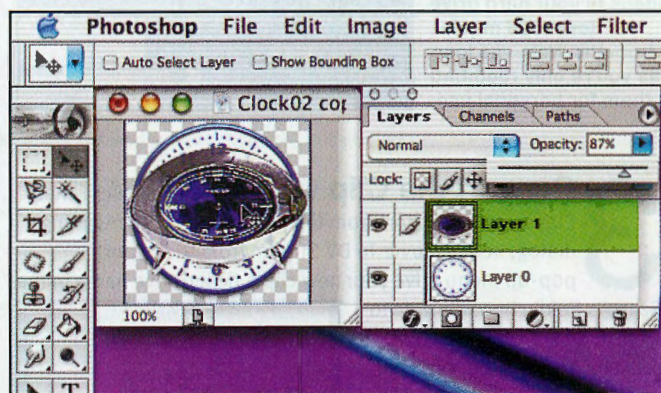
Then again, what's the fun in that? We Mac addicts empty the Trash from customized dog-dish and toilet-bowl icons. We remove brushed metal from our window interfaces. We hijack the Poof (see "Hijack the Poof," Mar/03, p71). Why settle for the defaults when you can easily turn Apple's Clock app into something more visually appealing and have a fun toy to kick around on your desktop or anchor in the Dock? For all you modern-day Gepettos, here's how to give Clock a face-lift.

1 Grab the Graphic Clock has two different displays—a round analog face with hands (which we show you how to alter), and a square digital readout with the date. Both faces are actually 128-by-128-pixel TIFF images. In the Applications folder, Control-click the Clock icon and select Show Package Contents from the contextual menu. In the resulting window, open the Contents folder, and then the Resources folder. The analog graphic is Clock02.tif; the digital graphic is background.tif. Select Clock02.tif, make a duplicate (Command-D) to preserve the original, and then open the copy in Photoshop (or a comparable app).



Make a duplicate to preserve the original face graphic (if you wish), and then open the file in an image editor.

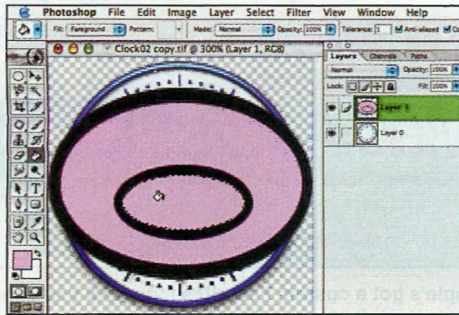
2 Put On a Happier Face The analog face is a simple numbered circle against a transparent background. From the Layer menu, select New, then Layer, and click OK in the resulting dialog to create a new layer for designing a new graphic. You can use the old face as a template for a new one, or freeform-design your own face within the 128-pixel square boundary. Or you can size down a masked-out photo and paste it into a new layer as shown below. Keep in mind that the hour and minute hands are dark gray and the second hand is red—don't use these colors excessively in your creation, or you'll end up camouflaging the hands. If you're rolling your own design, skip to step 5 when you're finished. To see how we created our piggy, follow the next two steps.



You can quickly change the face by pasting in a photo and positioning it with the original so that the hands align properly in the final product.

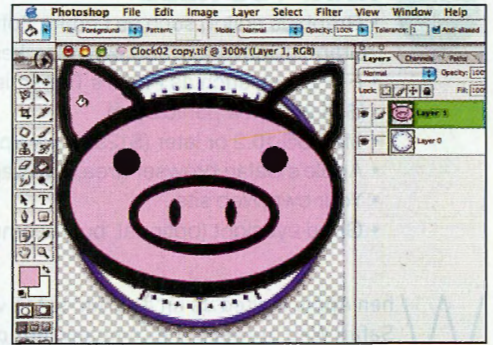
3 Pen the Pig To create our hog's head, magnify the canvas to 300 percent and select the new layer (the one you created in step 2) in the Layers palette. Select black as the foreground color, then use the elliptical marquee tool to draw a horizontal oval that spans the full width of the canvas. Select the paint-bucket tool and click the oval to color it black. Then draw a slightly smaller oval and use the arrow keys to center it over the black oval. Select pink as the foreground color and click the second oval with the paint-bucket tool to color it pink. In the same manner, draw two successively smaller ovals—the larger one colored black and the smaller one pink—to form the snout.

Copy our pig graphic by simply drawing a series of black and pink ovals and circles with the elliptical marquee tool.

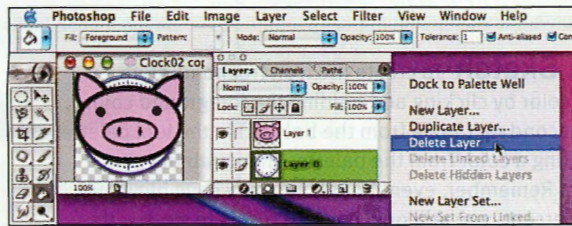


4 Make a Face Draw a small, vertical black oval for the left nostril, then copy it, paste the copy into a new layer, and move it to where the right nostril should be. Create a small black circle for the left eye, copy it in a new layer, and move the copy to form the right eye. Merge the top two layers down to Layer 1 by selecting Layer 3 in the Layers palette, clicking the top right triangle in the palette to open the menu, and selecting Merge Down. Repeat with Layer 2. Then select black as the foreground color, select the brush tool, select 5 from the Brush drop-down menu, and draw two ears. Switch back to the pink color, select the paint bucket tool, and click each ear to color it pink.

Use the brush tool to freeform-draw the ears, and then dump in the pink color via the paint bucket.



5 Save Face Once you've finished your graphic, you need to eliminate the original clock-face layer but preserve the transparency before you save it. Bring the canvas size back down to 100 percent. In the Layers palette, select the original clock layer (Layer 0), click the disclosure triangle at the top right of the palette, and select Delete Layer from the drop-down menu. A dialog pops open, asking if you really want to delete the layer—click Yes. Then save the file.

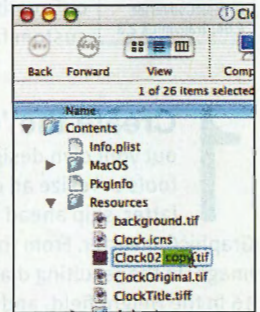


To get rid of the original clock face, simply delete its layer.

6 Pull the Switcheroo To put your new design to use, go back to the Clock (package contents) window (if you closed it, Control-click the Clock app and select Show Package Contents from the contextual menu to reopen it). Your new design should be in the Resources folder under the name Clock02 copy.tif, unless you renamed the file and saved it elsewhere. Select Clock02.tif (the original design), and rename the file ClockOriginal.tif or the like to preserve it. Then select your new face and rename the file Clock02.tif. Make sure this file resides in the Resources folder if it isn't there already. Then close the Clock window (which hides the package contents), fire up the Clock app, select Analog from the Preferences, and watch time tick away.

Rename your new clock graphic as Clock02.tif to have Clock use your own design as its face.

Kris Fong claims that while no pigs were harmed during this face-lift process, they sure are delicious.



DESIGNING THE DIGITAL DISPLAY

Clock's digital display (background.tif in the Resources folder) requires a bit more futzing, due to the strict placement of the clock readout and the calendar date sheet. If you want to adorn the digital display with your own creation, here are a few things to consider when designing this face.

Keep the Time Backdrop Dark Clock's time readout is displayed in white characters over the face graphic. Choose darker colors and stick with less-busy graphics when designing the background area to ensure that you can still read the time.

Keep the Date Sheet Light The month, date, and day of the week are displayed in black text. Stick with lighter colors in this area

Designing the digital display is trickier. We gave our squirrel some new duds to keep the date visible.



and avoid placing anything graphical behind the month and day-of-the-week text to ensure legibility.

Lower Opacity to Maintain Alignment To make sure the time and calendar displays align with the new graphic, lower the latter's opacity in the Layers palette so you can see the original face through your new one.

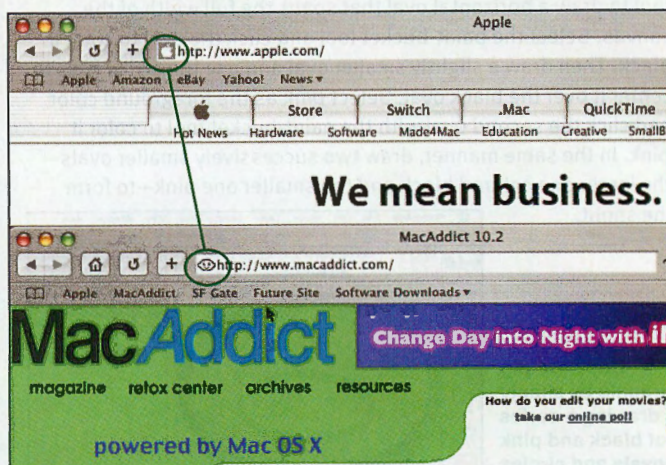
Adorn Your Site with a Custom Favicon

by Niko Coucouvanis

EASY

WHAT YOU NEED

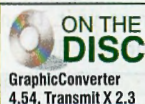
- Graphics editor, such as Lemke Software's GraphicConverter (\$30, www.lemkesoft.com)
- FTP client, such as Panic's Transmit (\$24.95, www.panic.com)
- Mac OS 10.2 or later (\$129, www.apple.com)
- Apple's Safari browser (free, www.apple.com)
- Your own Web site
- Good eyesight (optional, but recommended)



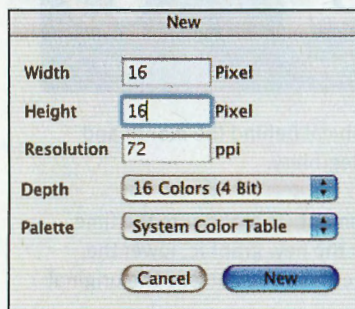
Apple's got a custom Favorites icon, and you can too—if you're decently deft at scrawling in miniature.

When Apple invited us on a surfen' safari with its new Safari Web browser, the company introduced Mac addicts everywhere to the wacky world of Favorites icons, aka *favicons*. Once exclusive to Internet Explorer for Windows users (though other obscure browsers such as Chimera Navigator and Mozilla can also display them), favicons add personality to a Web site's name—they're those itty-bitty graphics to the left of the site address in the browser's URL bar. They also ride shotgun with the site name in Safari's Bookmarks menu and list, providing some visual guidance through your vast sea of text titles. If you want your Web site's name to stand out in a Browser or Favorites menu crowd, adorn it with a custom favicon.

To view one in person, just surf Safari to our Web site (www.macaddict.com) and point your peepers at our little Max graphic in the URL bar. As you can see (or not see), favicons are small. *Really* small. 16 by 16 pixels square, to be precise (imprecisely, they're a little smaller than a pea). They translate best across different browsers and platforms in 4-bit color (16 colors), so if you don't limit the number of colors in your design, your intricate creation may end up looking like a miniature Rubik's Cube. Here's how to design your own favicon with GraphicConverter, and then stamp the critter on your site.

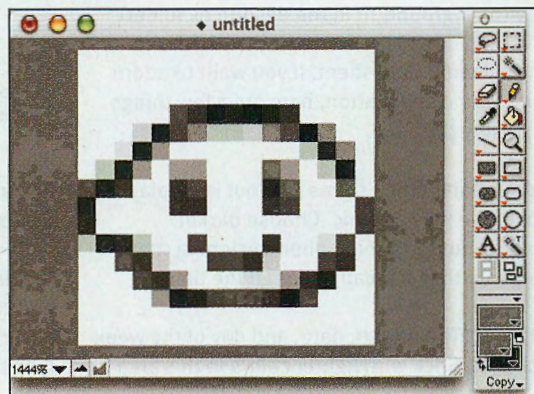


1 Create the 'Con You can either sketch out your own design using GraphicConverter's tools or resize an existing graphic—if doing the latter, skip ahead to step 3. Otherwise, launch GraphicConverter. From the File menu, select New, then Image. In the resulting dialog, type 16 in the Width field, 16 in the Height field, and 72 in the Resolution field; select 16 Colors (4 Bit) from the Depth pop-up menu, and click New to create a new 16-by-16-pixel canvas. Unless you're one of those guys who paints tourists' names on grains of rice, use the magnifying-glass tool to zoom way in on your canvas—like 1,000 percent or more.



Favicon dimensions are diminutive but easy to remember: 16 colors and 16 pixels each way.

2 Etch a Sketch To create the icon freehand-style, choose a color by clicking and holding the foreground color swatch (second rectangle from the bottom) in the tool palette and selecting a color from the palette. Then grab the pencil tool and go to town. Remember, even though you may have blown up the canvas 1,000 percent, you still only have 16 pixels to work with in either direction, so don't get too crazy with the pencil. To make sure your design isn't getting too jumbled, zoom out of the graphic periodically to view your work at real-life size. When finished, skip ahead to step 4.



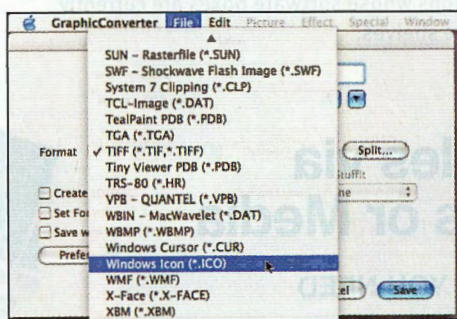
Even on a 1,444-percent scale, you only get a 16-pixel grid, so don't make your icon too detailed.

3 Make a Mini Me If you've already got a logo (or a mascot), you can easily size down that graphic; however, 16 pixels is still 16 pixels, so select simple art for optimal scalability. Open the image in GraphicConverter. If the graphic isn't already square, click the selection tool (the dashed rectangle), hold down the Shift key, draw a square over the part of your image you want to include, and double-click in the square to crop. From the Picture menu, select Size, then Scale. In the resulting dialog, check both the Scale Picture and Keep Proportions boxes, type 16 in the Dimension Width Percent field, and click OK. Trim the color fat by selecting Colors from the Picture menu, and then Change To 16 Colors (4 Bit) to "automagically" reduce your icon's color table.



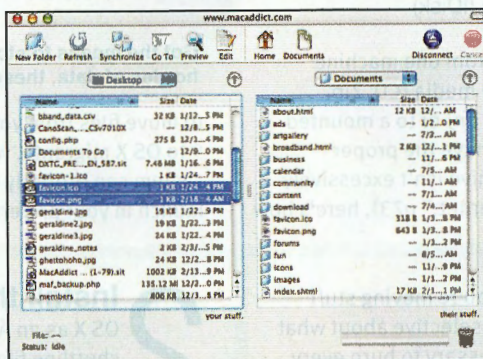
You may find yourself squinting once you size down your logo or mascot. We warned you—these suckers are tiny.

4 Save Your Scrawl Favicons are generally ICO files (a Windows-proprietary icon format), but some browsers prefer PNG (portable network graphics) files. Since GraphicConverter can save favicons in either format, use both to ensure that your favicon can reach the widest possible audience. From the File menu, select Save As. In the resulting dialog, select Windows Icon (*.ICO) from the Format pop-up menu, name the file *favicon.ico* in the Save As field, and click Save. Then repeat the process, selecting PNG (*.PNG) from the Format pop-up and naming the file *favicon.png*.



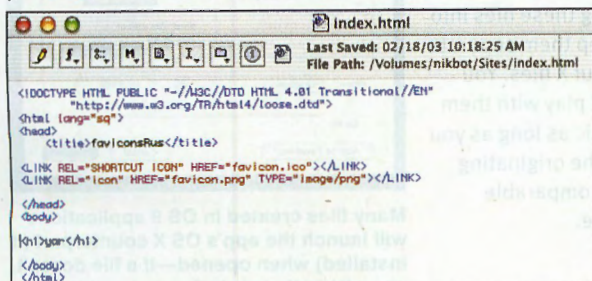
Save your finished miniature masterpiece as an ICO file—it's down here as Windows Icon (true to Windows logic).

5 Serve It Up Time to make your icon famous. Fire up your FTP client of choice (we used Panic Software's Transmit) and upload both of your favicon files (PNG and ICO) to your Web server; stash them in the root-level directory (the one that houses your main index.html page).



Once you've housed your favicon file on your site, what's its next stop? URL bars and Favorites or Bookmarks lists around the world.

6 Yo, Browser, Check This Out To make sure your favicon will display in a browser, add a couple tags to your main index.html page so browsers know where to find the icons. Open the index.html file in a text editor and type the following line under the <HEAD> section of your HTML page: <LINK REL="shortcut icon" HREF="favicon.ico"></LINK>. Press Return and then type <LINK REL="icon" HREF="favicon.png" TYPE="image/png"></LINK> (don't worry, the text is not case sensitive). If you're a homepage.mac.com peep or don't have your own server or domain name, you need to add these <LINK REL> tags to every Web page on which you want the custom favicon to appear—a good reason to upgrade to a custom domain name, we'd say. Now go fire up your site in Safari and check out your minuscule masterwork.




Because browsers can't sense your creativity, spell out where to find your favicon files with these <LINK REL> tags.

EXTRA CREDIT

Double Your Pleasure Why stop at one when you can adorn your Web site with a different favicon for any given page? Just add the <LINK REL> tags to a specific page's HTML file, but modify the file name that follows the HREF= part to point to a different favicon file name (make sure to put double quotes around the file name).

Think, Uh, Different If you're too lazy to create your own petite pic, you can always "borrow" someone else's graphic. To hijack, say, Apple's favicon, you'd stick the following tag in your HTML file (but we didn't tell you to do this): <LINK REL="shortcut icon" HREF="http://www.apple.com/favicon.ico"></LINK>.

 Niko Coucouvanis's favorite icon is still Betty Crocker, though he knows she'd look like a lint ball at 16 by 16.

Move Old Files to a New Mac

by Carol S. Holzberg

Maybe you say you want an evolution but still revel in having a desktop under a striped apple. Maybe you travel often and want a portable companion—one with a Carbon system, not one who's carbon-based. Or maybe your less-than-two-year-old Mac can't partake in the latest and greatest Mac-processor gluttons whose software boxes are currently proliferating on store shelves.

Regardless of your reasons for getting a new Mac, you'll no doubt be shuttling files from the old one to the new. But how do you know which files to move and which to leave behind? And if you're migrating from Mac OS 9 up to Mac OS X, how can you make sure that the OS recognizes them and that others who share your Mac can access them? Here are two efficient ways to move files and set them up for recognition, access, and permissions in OS X.

Move Files via Volumes or Media



WHAT YOU NEED

- Two Macs
- Media-copying device (CD burner, Zip drive, iPod) or server storage (iDisk)



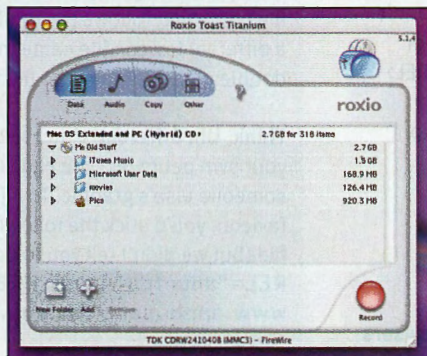
PHOTOGRAPH BY MARK MADEO

Got the means to store files on these? If you don't have hordes of data, these discs and disks are ultraconvenient.

The most convenient way to move files from one machine to another is to copy data to removable media (CD, Zip, CompactFlash, external hard drive, and so on) or to a mounted volume (server, iDisk, and the like), if you have the proper hardware or volume access. If your file archive isn't excessively huge (if it is, see "Shuttle Files Across Ethernet," p73), here's how

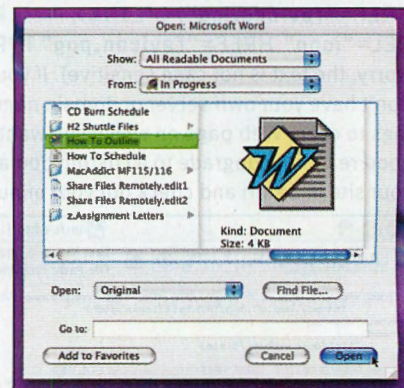
to move files from your old beast to your new one. Also, for you OS 9 to OS X migrants, we show you how to set up your files so the system can properly recognize and access them, and so they'll launch in your preferred app.

1 Get a Move On As when you're moving stuff from one apartment to another, be selective about what items to take with you. It's not necessary to burn every file from your old Mac onto multiple CDs for transfer. Your new Mac already has the proper System files, and carrying over needless Extensions, Control Panels, and other what-does-this-do files could spell trouble. Also, leave your apps out of the mix—it's best to install them fresh. However, it's OK to move apps that don't come with an actual installer. Copy, burn, or upload just your data files and, if you still reside heavily in OS 9, your app-specific data Preferences (like browser bookmarks and email-related items). Look through every folder for Word files, MP3s, databases, pictures, and the like. Don't forget your plug-ins, iTunes libraries, email archive and addresses, and browser bookmarks.



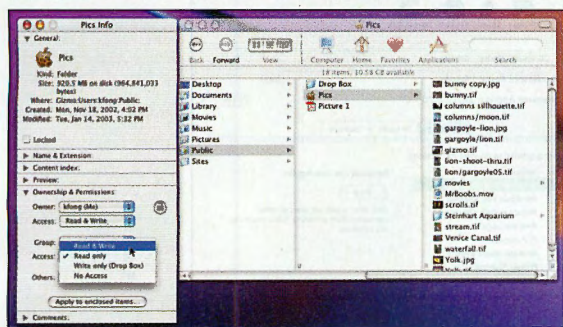
Burning your prized files to CD is convenient, unless your archive requires more than a few burns.

2 Install the X Files On your new Mac, log in to OS X as an Administrator, and install your apps before shuttling files over (launch Classic if you need to install any OS 9 apps). Don't forget to check the Web for application updates. Then insert the media or mount the volume of your in-limbo files and simply copy the files to your hard drive via drag and drop. With OS 9.x files such as Word or Photoshop documents, opening a file in its corresponding OS X app will update the file for OS X use (if double-clicking a file launches Classic, open the file by launching the corresponding OS X app and selecting Open from the File menu). If you have OS 9.x files but don't yet have a comparable OS X app to open them, create a new folder (with subfolders if you want) and drag these files into it to keep them separate from your X files. You can still play with them in Classic as long as you install the originating app or comparable software.



Many files created in OS 9 applications will launch the app's OS X counterpart (if installed) when opened—if a file doesn't, open it via the app's Open command.

3 Set Access OS X allows multiple users to share one machine; however, they don't have access to every file and folder on a shared Mac if they're logging in as separate users. Therefore, if you want to share files with other users, place the files in your Public folder inside your own user folder (click Home in a Finder window)—by default, users have read-only access to files stored here. To give a specific user access to a particular file, copy the file to the Drop Box folder inside that user's Public folder. If you want to give multiple users read and write access to a file or folder, select the item and press Command-I (Get Info). Click the Ownership & Permissions disclosure triangle; under Group, select Read & Write from the Access pop-up menu.



By enabling Read & Write privileges, you allow other users to take files from or add files to your Public folder, as well as save changes to files.

4 Set the Defaults To make a file launch in a specific application every time you double-click it, select a file and press Command-I. In the Info window, click the Open With disclosure triangle and select an app from the pop-up menu. If your desired app isn't listed, select Other from the menu, and then navigate to the preferred program. To make your chosen application the default for opening similar files—say you want all your old SoundJam MP3 files to launch only in iTunes or your QuickTime JPEG files to open in Photoshop—click Change All.



Since the app is RIP, we set this SoundJam MP3 to launch iTunes by default, and then clicked Change All to have all our other SoundJam files do the same.

Shuttle Files Across Ethernet

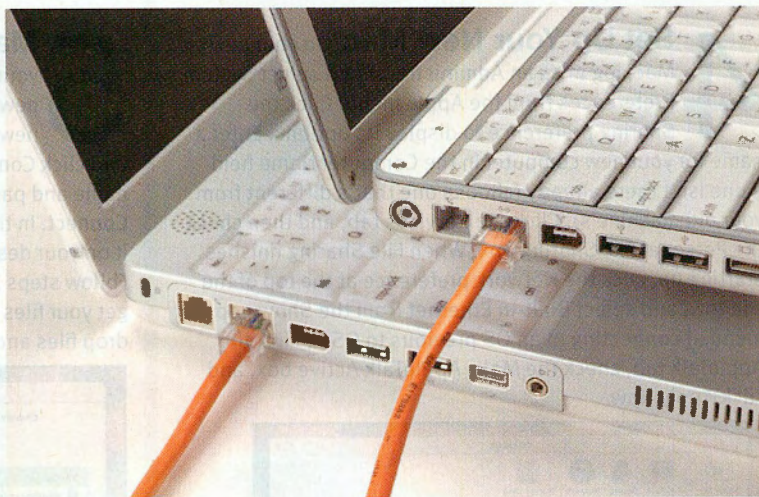


WHAT YOU NEED

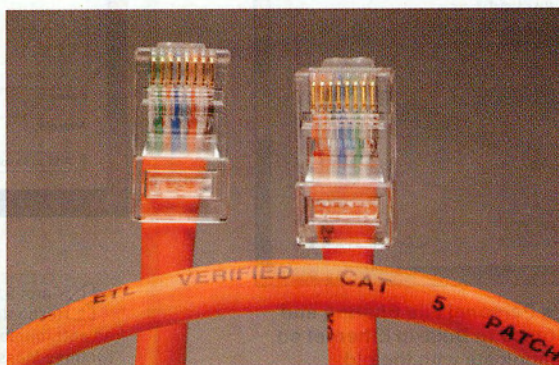
- Two Macs with OS 9.x or OS X installed
- Ethernet crossover cable

Moving files by way of CDs, Zip disks, or your teensy 100MB-capacity iDisk over your pokey modem is bonehead simple, but it can be time-consuming if you've got tons of files to transfer and not even Dr. Phil can free you from your inner packrat. Luckily, those keen folks at Apple built networking options right into OS 9.x and OS X, allowing you to connect two Macs—even if they run different versions of Mac OS—with a simple Ethernet crossover cable. Here's how to set up this simple network to transfer files.

1 Get Hitched Before you unplug that Ethernet cable from your cable modem and plug it into your new Mac in hopes of a quick tether, stop—it ain't the right type of cable. You need an Ethernet *crossover* cable, also known as a Category 5 Crossover Patch Cable (about \$10 to \$20 at most computer stores), to make a direct connection. Unlike a standard RJ-45 Ethernet cable, a crossover cable has reversed pins so that the two sides transmit and receive data on different wires. Simply plug an end into each Mac's Ethernet port to connect your two Macs together.



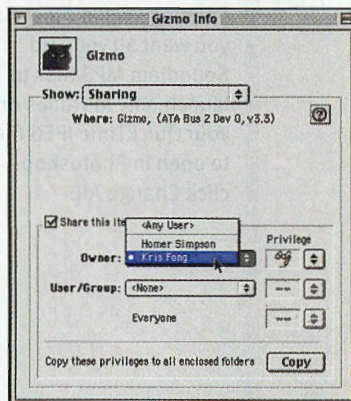
If you've got mega megabytes of stuff, networking two Macs to transfer files is one of the quickest and cheapest solutions.



Make sure you have an Ethernet *crossover* cable—not a standard Ethernet cable—if you want to network two Macs together directly.

2 Start Sharing If your old Mac runs OS X, skip to step 3. If your old Mac runs an earlier OS, select Chooser from the Apple menu and make AppleTalk active. Select Control Panels from the Apple menu, then File Sharing to open the window. Click the Start/Stop tab and type your name, a password, and a computer name in the appropriate fields if this information isn't already there. In the File Sharing Off section, check the Enable File Sharing Clients To Connect Over TCP/IP box, click Start, wait for File Sharing to start up, and then close the window. From the Apple menu, select Control Panels, then AppleTalk. Choose Ethernet from the Connect Via drop-down menu, and close the window. To share your hard drive with your new computer, select its desktop icon and press Command-I. From the Show pop-up menu, select Sharing. Check the Share This Item And Its Contents box and select your name from the Owner pop-up menu. Skip to step 4.

To ensure read and write access to your old Mac's files, select yourself from your hard drive's Owner pop-up menu.

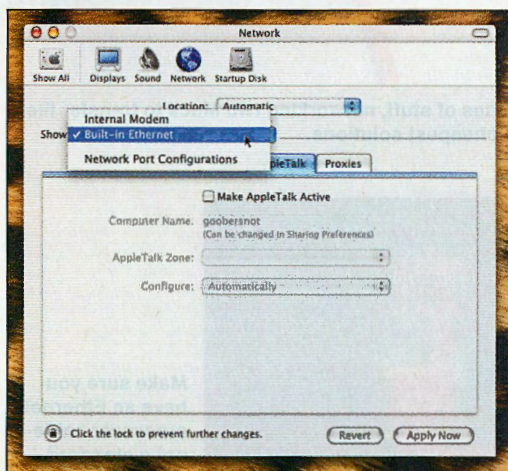


3 Start Sharing, Option Two If your older Mac runs OS X, log in as an Administrator, select System Preferences from the Apple menu, and then click the Sharing preference to display its options. Type a name for your machine in the Computer Name field if there isn't one. Click the Services tab and check the Personal File Sharing box in the left column to turn on File Sharing. Then click the Network preference at the top of the window to display its options. From the Show pop-up menu, select Built-in Ethernet and close the window.



To get an old OS X Mac to talk to your newer one directly, enable Personal File Sharing.

4 Set Up Your New Mac On your new Mac, log in as an Administrator and select System Preferences from the Apple menu. Click the Sharing preference to display its options. Enter a name for your new computer in the Computer Name field if one isn't there already (choose one that's different from your old machine's). Click the Services tab, and then check the Personal File Sharing box. When File Sharing finishes starting up, click the Network preference at the top of the window, and select Built-in Ethernet from the Show pop-up menu. If connecting to an OS previous to OS X, click the AppleTalk tab, check the Make AppleTalk Active box, and click Apply Now.



Enable your new Mac's Personal File Sharing and set the Network preference to Built-in Ethernet so the new Mac can communicate with the old.

5 Make the Love Connection To access files on your old Mac, select Connect To Server from the Go menu in your new Mac's Finder. You should see the names of your old and new Macs in the resulting dialog. Select your old Mac's name and click Connect. In the dialog, choose Registered User, type the user name and password for your old Mac in the designated fields, and click Connect. In the resulting dialog, select a volume and click OK to mount it on your desktop. You now have full access to your old Mac's contents. Follow steps 2 through 4 in "Move Files via Volumes or Media," p72, to get your files properly acclimated (you can pretty much just drag and drop files and/or folders onto your new Mac).



Our old Mac (Barney) and our new Mac (goobersnot) appear as network volumes—we chose Barney to access its volume and files for transfer.

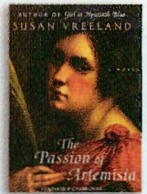
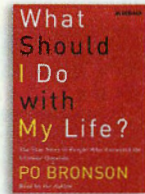
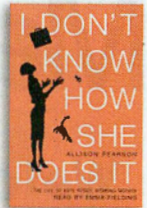
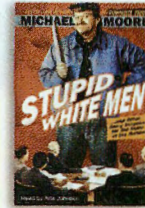
Carol S. Holzberg, Ph.D., is an educational technology specialist, a computer journalist, an anthropologist, and the technology coordinator for three Massachusetts schools.



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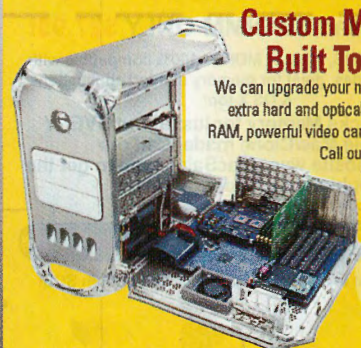
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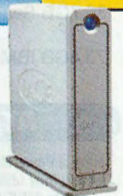


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Note: Above ATA Drives are fully compatible with all versions of
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Drives may be used with any Mac that has built in IDE/ATA or an
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All PowerMac G4 Sawtooth / Graphics / Gigabit
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* This module is compatible with PowerBook G3
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James Coates of the Chicago Tribune:
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S233 G4 upgrades are compatible with all AGP Equipped Power Mac G4 and G4 Cube Models*. PowerLogix also makes Dual Processor upgrades for the Power Mac Series with performance comparative even to Apple's NEWEST Dual G4 Macs! All PowerLogix upgrades include a 2 Year Warranty.

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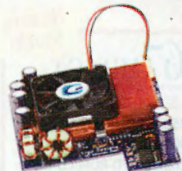
QuickSilver I



QuickSilver II



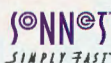
Digital Audio



G-Accelerator

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Crescendo/ST

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Crescendo/ST G4 Upgrades are compatible with all AGP Equipped Power Mac G4 and G4 Cube Models*. Sonnet is well known for their quality products and support with the Crescendo/ST being just one more example! Plug and Play for new Mac Speed!

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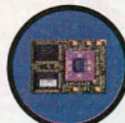
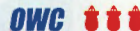
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1GHz G4

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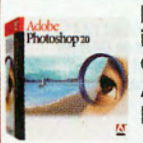
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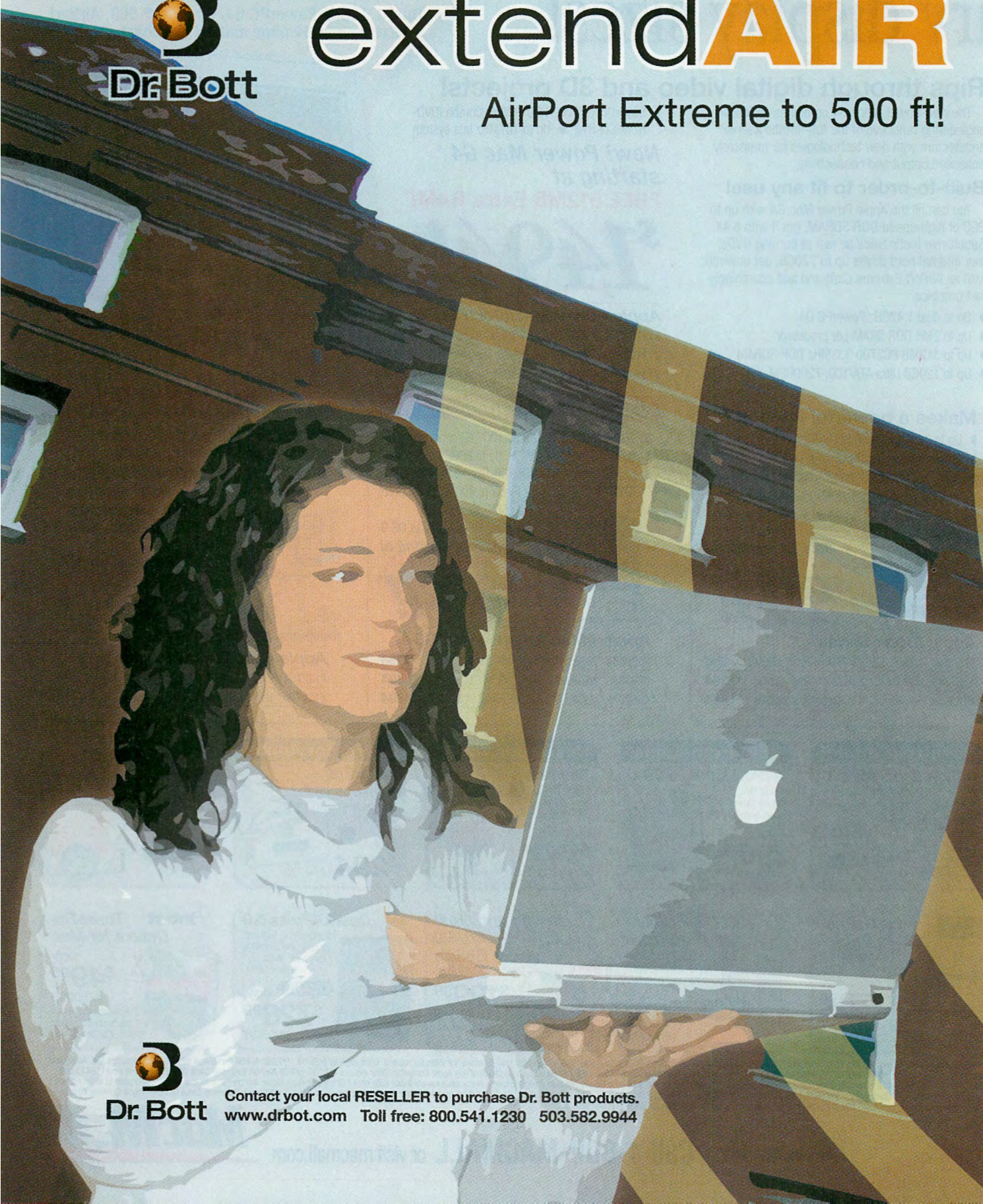
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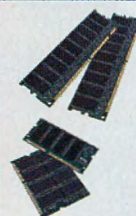


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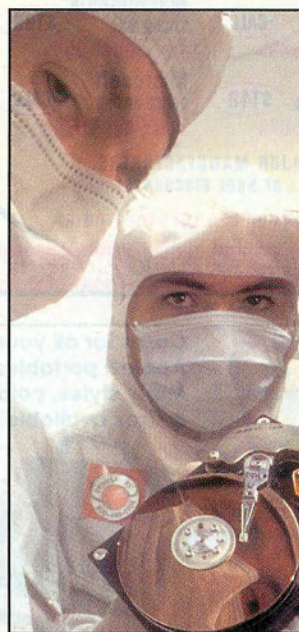
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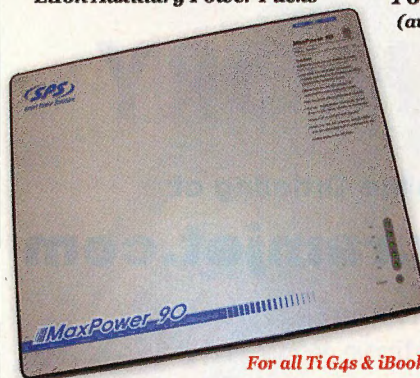
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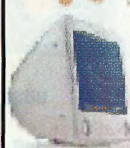
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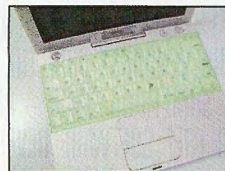
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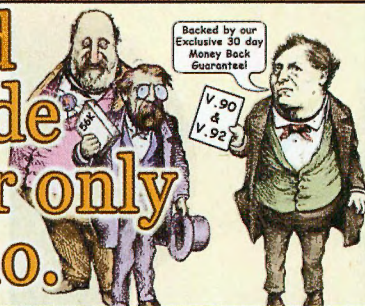
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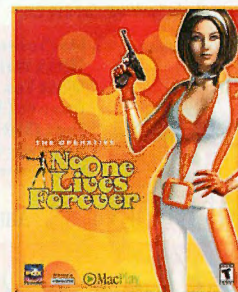
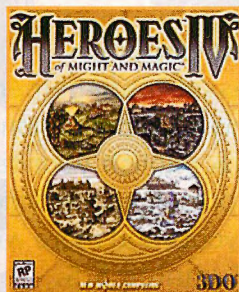
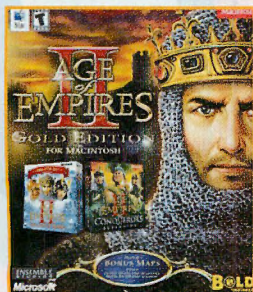
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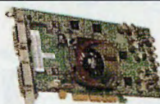
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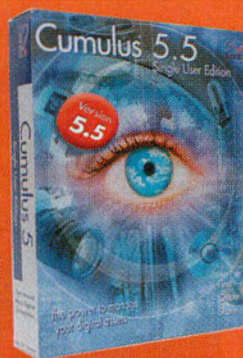
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LETTERS

MISSING CELEBRITY SIGNATURE

I noted with interest that artists such as Madonna have attached their names to iPods (*Get Info*, "Celebrity iPods," Mar/03, p14), and was wondering if Steve Jobs might add his name to the list of celebrity signatures. Personally I would love the opportunity to purchase a 20GB iPod with his signature on the back.

—Harvey Milam

We forwarded your request to Apple, but myself, I'm holding out for Betty Boop. —Max

ALTERNATE PUBLISHERS

I recently switched to the Mac, and I'm glad I did; however, I do have a question. What can I use to replace Publisher, Microsoft's

inexpensive desktop-publishing app? I know the Mac is a professional desktop publisher's dream, but what about the rest of us? —Drew

Welcome aboard, Drew. If you've got Dom Perignon dreams but a Colt 45 budget, try Deneba's Canvas 7 Standard Edition (\$99.95, www.deneba.com). It's got a pile o' painting, drawing, and desktop-publishing tools.

—Max

GENERATION STOPGAP

I usually crack open *MacAddict* to read during my long ride on the Metro in Washington, D.C. Last week, a young man of 12 years sat next to me, with his mom in the row behind us. As I perused the many interesting articles (and flashed by the many game

ads), this young man craned his neck to view the pictures. As I departed from the train, his mother breathed into my ear, "What magazine was that you were reading? My son was just fascinated." Soon you should have a mother wanting to get her son a magazine that can truly capture a young (and old) man's fancy. —Frank Issi
Lucky kid. I'm always stuck next to the guy reading *Varmint Hunter*. —Max

FROM VARMINT-HUNTER HUNTERS

We at People for the Ethical Treatment of Animals (www.peta.org) enjoyed the *Vegan Life* magazine cover



Vegan Life and PETA make quite a pear.

example in your recent article "How to Create PDFs" (Feb/03, p66). Although PETA doesn't have any information on the great "Harvesters versus Fruitarianism" debate, we do have great tips and fabulous recipes on our Web site, GoVeg.com, that will tempt even the most die-hard carnivore.

—Heather Moore, PETA

Whether you dine on tofu or T-bones, we aim to please. —Max

THE THINGS PEOPLE LIKE

When are you going to do something more with the *MacAddict* cursor extension? It could be a tad bigger and could come in different colors. It needs a new spaceship, too. The best part about the cursor is its sharp point. Don't change that. Don't let the best *MacAddict* creation die and be forgotten.

—Dana Benson

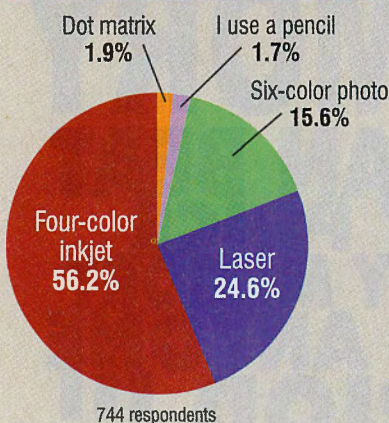
Speaking of *MacAddict* creations, what am I? Chopped cursor? But I do agree that we could all use a new spaceship.

—Max

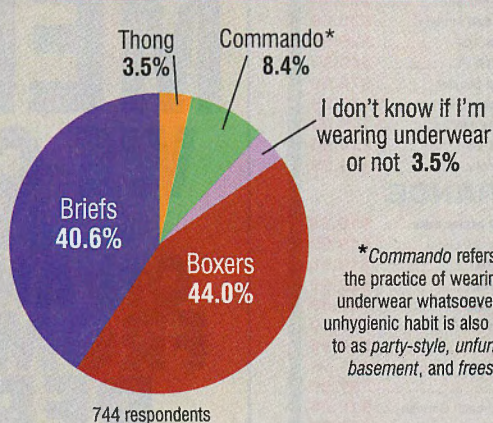
SURVEY SAYS

Here's How You Responded to Our Online Poll

What kind of printer do you use?



What kind of underwear do you prefer?



*Commando refers to the practice of wearing no underwear whatsoever. This unhygienic habit is also referred to as party-style, unfurnished basement, and freestyle.

BEHIND THE NUMBERS

• Six-color photo printer users are more than four times as likely as four-color inkjet users to prefer thongs.

• Unlike six-color photo printer and dot-matrix printer users, four-color inkjet and laser printer users prefer boxers to briefs.

• Boxers are most popular among four-color inkjet users, who prefer them seven times as much as dot-matrix printer users do.

• Dot-matrix printer users are four times more likely to go commando than laser printer users are.

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MacAddict READER POLL

Q Which would you most like to see ported to the Mac (choose one)?

- Halo
- Grand Theft Auto: Vice City
- Lord of the Rings: The Two Towers
- Enter the Matrix
- QuarkXPress

Q Which would you most like to see deported (choose one)?

- The cast of *Friends*
- Carrot Top
- The Baldwin brothers
- Kid Rock
- QuarkXPress

To vote, click Reader Poll at www.macaddict.com before April 10, 2003. See the July 2003 issue for the results. Check www.macaddict.com for a new poll each month.

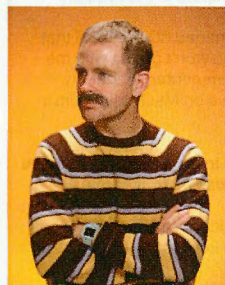
COUPLE TROUBLE

My girlfriend insists that the "When All Else Fails" photos of Macs that encountered horrific disaster ("Be Prepared: Disk Utilities Explained," Mar/03, p36) are set up and not real. I'm quite certain they're genuine. Hey, I might be a dummy about a lot of stuff, but I'll be darned if I'm wrong about my Mac stuff.—Chris

We used no stunt doubles. Those pictures are of actual Macs whose data was recovered by the wizards at DriveSavers (<http://drivesavers.com>). Looks like you win the debate...this time.—Max

TEX FAXTS

While I could not agree more with Imlay's horror at bad product naming (*Shut Down*, Feb/03, p96), his example of a "gratuitous use of the letter x" is flawed. CMacTeX is so named because it is related to the



I'll take some CHiPs and a Greek chi, please.

mathematical typesetting program TeX, created by legendary badass Donald Knuth back in the 1980s. Addison-Wesley published its first manual, *The*

WINNERS

January
2003
Contest
Results



We asked you why you deserved to win the Crystal Method's latest album and signed poster. Five lucky readers won; two tied for best response:

Dolores H. Catlett "At age 72, I'll probably have less time to enjoy it than your other entrants."

Russ Graves "I wanna play this CD for my girlfriend, who just finished seven months of community service to stay out of jail."

Congrats to **Adam Furgang**, **Matthew deJonge**, and **R. Scott Smith** as well.

TeXbook, in 1984. Further, the x in TeX is a Greek chi, and consequently users pronounce TeX like "tech." Nowadays people use some derivative of TeX like LaTeX, which (confusingly) is not pronounced like the rubber product. As far as growing a mustache in protest is concerned, I recommend the Sam Elliot.—Professor Skip Garibaldi

Thanks for the heads-up. Now maybe Grizzly Imlay over here will shave.—Max

NEXT MONTH INSIDER SECRETS

Tips straight from the developers of Photoshop, iMovie, Word, Toast, and more.

DISPLAY ROUNDUP

We test a couple dozen LCD displays and tell you which one to buy.

OFFBEAT SHAREWARE

There's a world of unusual shareware out there. We show you the best of the weird.

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Tell us what you think of *MacAddict* so we can do more of the stuff you like, less of the stuff you don't like, and add whatever you think is missing. Fill out the form and send it to: *MacAddict* Reader Survey, 150 North Hill Dr., Brisbane, CA 94005.

All submissions received before May 26, 2003, will automatically be entered in a random drawing for a LaCie Data Bank 20GB hard drive (\$299 retail value, www.lacie.com). Photocopies of the survey will not be accepted.

Name _____
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1. How did you get this copy of *MacAddict*?

- a) ☐ I'm a subscriber.
b) ☐ I bought it on the newsstand.
c) ☐ It was passed along to me by a friend.

2. Month to month the magazine delivers on the promises of its cover:

- a) ☐ Agree
b) ☐ Somewhat agree
c) ☐ Disagree (explain below)

3. How many people read your copy of *MacAddict*?

4. What percentage of the magazine do you generally read?

- a) ☐ 1 to 25%
b) ☐ 25 to 50%
c) ☐ 50 to 75%
d) ☐ 75 to 100%
e) ☐ Every word

5. Month to month, is *MacAddict* worth the price?

- a) ☐ Yes, always
b) ☐ Most of the time
c) ☐ About half of the time
d) ☐ Not enough for me to buy it regularly

CONTINUED ON NEXT PAGE>

PHOTOGRAPH BY MARK MADEO

MacAddict

READER SURVEY

◀CONTINUED FROM PREVIOUS PAGE

6. On a scale of 1 to 5 (1 being least important, 5 being most important), rank each of the factors that compel you to read **MacAddict**:

- ___ Attitude and personality of editorial staff
- ___ Quality of writing
- ___ Quality of page layout and design
- ___ Quality of photography
- ___ Technical depth of product coverage
- ___ Honesty, integrity, and frankness of product coverage
- ___ Timeliness of product coverage
- ___ Magazine's help in making product purchasing decisions
- ___ Magazine's help in fixing technical problems
- ___ Brand recognition
- ___ Entertainment value
- ___ Cover lines and words
- ___ Cover subject

7. Considering all of the magazines you read, how would you rank **MacAddict** on a 1 to 5 scale (1 being the least favorable rating) in terms of consumer value? ___

8. Considering all of the magazines you read, where does **MacAddict** fit on your list of favorites (1 being least favorite, 5 being most favorite)? ___

9. What do you think of the overall design of the magazine?

- a) ☐ It's cool, I like it.
- b) ☐ I think the design is too busy.
- c) ☐ I think the design is too clean.
- d) ☐ It's just OK.

10. Do you find the tone of the writing to be:

- a) ☐ The right mix of fun and informative
- b) ☐ Too serious
- c) ☐ Too silly

11. In regard to the organization of **MacAddict**:

- a) ☐ It is easy to find exactly what I am looking for.
- b) ☐ I wish it were easier to find what I am looking for.

12. On a scale of 1 to 5 (1 being the least favorable rating), which of the following are you interested in purchasing?

- ___ The last 12 issues in PDF format on a single disc
- ___ **MacAddict**-branded stickers, posters, calendars, shirts, hats, and so on
- ___ A monthly electronic version of the magazine that would replace the print version
- ___ A less expensive, Discless newsstand option

13. How would you rate the Disc content (choose one):

- a) ☐ Love it! It's vital to my enjoyment of the magazine.
- b) ☐ I appreciate it most of the time.
- c) ☐ I occasionally find it useful.
- d) ☐ I couldn't care less about it.

14. What do you think about the Disc interface?

- a) ☐ It's stunning and easy to use.
- b) ☐ It could look better, but it's easy to use.
- c) ☐ It could use an upgrade.

No purchase is necessary to win. You need not complete the survey to enter the contest (except for your contact information). The odds of winning depend upon the number of entries received. Future Network USA cannot be responsible for lost, late, misdirected, or incomplete entries. The prize is nontransferable and no substitutions will be allowed. Winners will be determined by a random drawing of all valid entries and the decision of Future Network USA shall be final. This contest is open to residents of the United States only. Return of any prize or prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners are responsible for paying any income taxes on the value of the prize received. Void in Rhode Island, Puerto Rico, and where prohibited by law.

MacAddict

BONUS READER SURVEY

Xtreme Pro Gold Edition II!

But Wait! There's More!

Thanks for filling out and mailing this month's **MacAddict** Reader Survey which began on page 95 and wrapped up on the left third of this page! Good luck on the drawing!

But we're not done with you yet! We want to know even *more* about your most intimate habits! Your deepest thoughts! Your darkest secrets! So, fill out the form below and mail it (in a separate envelope from the **MacAddict** Reader Survey!) to **MacAddict** Bonus Reader Survey Xtreme Pro Gold Edition III, 150 North Hill Dr., Brisbane, CA 94005! No photocopies, please!

All submissions received before May 26, 2003, will automatically be entered in a random drawing for a genuine 50-pin SCSI cable autographed by our very own **MacAddict** staff! In ink!

Win a SCSI cable autographed by the **MacAddict** staff!

High-school nickname _____

Snail-mail address _____

Spam-receptacle address _____

1. What's your opinion of Apple's decision to discontinue the free iTools service and replace it with the \$99-per-year .Mac?

- a) ☐ It was a venomous, bait-and-switch, money-grubbing ploy by the grasping capitalist vermin who count Apple's beans.
- b) ☐ Anything that can help keep Apple afloat is OK with me.
- c) ☐ Big %\$#@!ing deal. I spend that much per month on beer, dude.
- d) ☐ The Canadian Rockies in fall. Mmm, elk!

Note: If you chose d), may we gently suggest that you consider adjusting your meds?

2. On a scale of 1 to 5 (1 being least important, 5 being most important, 3 being yellow, and 2 and 4 floating cold and lonely in the vast emptiness of space), rate the reasons that you use a Mac:

- ___ I simply prefer to be infinitely cooler than the lower 97 percent of computer users.
- ___ Its interface is as beautiful as I am.
- ___ Its interface is as easy as I am.
- ___ It makes me think of fruit. I like fruit.
- ___ It makes me think of sex. I like sex.
- ___ It makes me think of lower-case i's. I like lower-case i's.
- ___ I enjoy being an oppressed minority.
- ___ "Velocity Engine" has such a nice, Jules Verne ring to it.
- ___ The idea of boosting Bill Gate's fortune makes me want to puke.
- ___ It goes well with my black turtleneck, jeans, and receding hairline.
- ___ Large selections of software confuse me.
- ___ Quark and Photoshop don't run on peeces. Oh, wait. They do. Never mind.
- ___ Nothing gives me more pleasure than staring at a perpetually spinning rainbow-colored beach ball.

3. Where did you get the MP3 files that are in your iTunes Library?

- a) ☐ I personally ripped each and every MP3 file from CDs that I legitimately purchased myself.
- b) ☐ I am a liar.

Note: Multiple answers are allowable in question 3.

4. On a scale of 1 to 5 (1 being least important, 5 being most important, 3 being periwinkle, and 2 and 4 exhibiting existential angst that makes Johnny Sartre and Al Camus look like SpongeBob SquarePants), rate the importance of the following things you do with your Mac:

- ___ Convincing guys in chat rooms that I'm really a Vassar coed.
- ___ (If you actually are a Vassar coed)
- ___ Convincing guys in chat rooms that I'm really a Vassar coed.
- ___ Using Excel's DDB (double declining balance) function to calculate the depreciation of my 401k plan.
- ___ Selling my copy of OS 8.6: *The Missing Manual* on eBay.
- ___ Hiding my secret collection of bootleg J. Lo JPEGs.
- ___ Selecting fonts and adjusting leading to expand my term papers to the required page count.
- ___ Creating a pixel-shaded 3D model of that honey or hunk who won't go out with me.
- ___ Posting cranky commentary about my missing Disc sleeve on MacAddict.com's forum.

5. If you were trapped in an elevator with Steve Jobs, you would (choose all that apply):

- a) ☐ Sweat.
 - b) ☐ Thank him for making my life worth living.
 - c) ☐ Ask to borrow the keys to the Gulfstream V.
 - d) ☐ Offer a backrub.
 - e) ☐ Entertain him with my collection of Scully, Spindler, and Amelio knock-knock jokes.
- One example of e): "Knock-knock." "Who's there?" "John Scully." "John Scully who?" "Exactly."*

No purchase is necessary to win. (Though we certainly don't mind if you buy a few extra copies of this issue.—Ed.) You do not need to complete the survey to enter the contest (except for your contact information). (But we'll have more fun reading it if you do.—Ed.) The odds of winning depend upon the number of entries received. (Well, duh. It is a random drawing, after all—we trust you learned enough in high school math to figure this one out.—Ed.) Future Network USA cannot be responsible for lost, late, misdirected, or incomplete entries. (Or anything else sent through the USPS.—Ed.) The prize is nontransferable and no substitutions will be allowed. (Well, if your heart is really set on an autographed RS-232 cable, we might be able to oblige.—Ed.) Winners will be determined by a random drawing of all valid entries and the decision of Future Network USA shall be final. (Not even Justice Scalia or Judge Judy could change our decision.—Ed.) This contest is open to residents of the United States only. (Even Rick's relatives in Poznan and Grudziadz are ineligible.—Ed.) Return of any prize or prize notification as undeliverable will result in disqualification and an alternate winner will be selected. (Don't blame us, Blame your mail carrier and his 40-ounce lunch.—Ed.) Winners are responsible for paying any income taxes on the value of the prize received. (Yeah, Sure. Like you're worried.—Ed.) Void in Rhode Island, Puerto Rico, and where prohibited by law. (If you're from Lil' Rhody or the Isle of Enchantment, write your congressman. Oh, yeah...Puerto Ricans don't have one. Sorry.—Ed.)

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